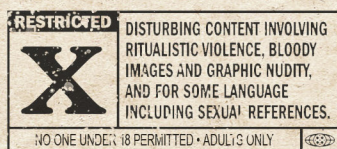


**GRINDHOUSE
DIRECTOR'S CUT**



Deliver Us From Evil

A 1970s CALL OF CTHULHU SCENARIO BY KEEPER DOC AND ALEX GUILLOTTE



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What is Grindhouse?

The term grindhouse is most often used to describe low-budget horror, splatter and exploitation films for adults. These were popularized in the 1970s, but their roots can be traced back to the 1920s, and on up through the mid 1980s.

The intention with these scenarios is to combine the violent brutality of grindhouse films with the mind-rending cosmic horrors of the Lovecraftian mythos in the most cinematic way possible.

Inspirational Movies and Fiction

The setting and circumstances of this scenario were inspired by the 1972 film *Deliverance*, an American thriller about four Atlanta businessmen who decide to canoe down a river in the remote northern Georgia wilderness before it is dammed. When the men arrive, they are not welcomed by the backwoods locals, who stalk the vacationers and savagely attack them in the woods. Reeling from the ambush, the friends attempt to return home but are surrounded by dangerous rapids and pursued by a madman. Soon, their canoe trip turns into a fight for survival.

The urban/rural divide that *Deliverance* foregrounded would later inspire the “hillbilly horror” and “backwoods horror” sub-genres that produced many classic grindhouse movies including *The Texas Chainsaw Massacre* (1974) and *The Hills Have Eyes* (1977).

Here are some other movies, works of fiction, and music to inspire Keepers and players alike. Note that while not all of these would be considered part of the grindhouse genre, they do epitomize the aesthetic and are well worth watching.

Films

Bridge to Nowhere (1986)

God's Bloody Acre (1975)

Hunter's Blood (1986)

Just Before Dawn (1981)

Rituals (1977)

Southern Comfort (1981)

Trapped (1982)

Whiskey Mountain (1977)

Basketcase (1982)

Fiction by Laird Barron

Mysterium Tremendum

from *Occultation and Other Stories*

The Men from Porlock

from *The Beautiful Thing That Awaits Us All*

The Broadsword

from *Occultation and Other Stories*

The One We Tell Bad Children

from *Final Cuts: New Tales of Hollywood Horror and Other Spectacles*

The Croning

Music

Down to The River to Pray

by Alison Krauss

Black Water

by Timber Timbre

Black River Killer

by Blitzen Trapper

Bottom of the River

by Delta Rae

Dueling Banjos

by Eris Weissberg

I See Red (Kill-Kill-Kill)

by The Pine Hill Haints

Make Your Bed

by Neko Case

Oh Death

by Diane Izzo

Overfloater

by Soundgarden

Where the Wild Roses Grow

by Nick Cave



WARNING



**Alcohol and Drug Use, Gore, Infant Death,
Animal Mutilation, Player vs. Player Violence
Pregnancy and Miscarriage, Violence to Children**

***Deliver Us from Evil** is intended for mature audiences. It embraces the gritty and often brutal style that was popular in the grindhouse, exploitation, and slasher films of the 70s and 80s.*

The Keeper and players should be aware that this scenario may contain situations, scenes, and imagery that some might find intense, particularly if they have experienced any real life trauma. For this reason, we have provided this trigger warning, allowing the Keeper to omit certain elements as they see fit. Potential triggers are listed above.

That being said, no one can predict every possible trigger, and there's no substitute for good old fashioned communication between everyone involved in the game. Before beginning any scenario, the Keeper should sit down and talk with their players, making the nature and content of this material very clear. Encourage the players to ask questions, voice concerns, and vote on whether or not the scenario is right for the group. It may even be a good idea to have a secret vote for the sake of personal privacy.

If everyone agrees to play, it's suggested that the Keeper give players some way to end a scene that they find too intense. This can be done using a token or safe word of some kind, but however it's done, there should be no explanation required. The Keeper should simply end the scene and have the group take a break so that they can resolve the situation.

Possible resolutions could include taking the scene in a different direction, replaying things differently, or simply 'fading to black' with a narrative description filling the gap. The Keeper should avoid punishing the player when this happens. So there should be no significant damage or Sanity loss when play resumes.

In an extreme case where someone cannot continue a scenario, the session should end immediately. At that point, the group can discuss options. The Keeper may be able to rework the scenario, but it's also possible that the player may have to bow out of the game for the remainder of the story, or the scenario may have to be set aside altogether.

Keepers should note that under NO circumstances should a rape scene of any kind be included in a scenario. Period. It doesn't matter whether it makes sense for the story or not. Don't do it. This is one of those cases where a deus ex machina solution is absolutely acceptable.

Remember that role playing games are ultimately about having fun. If anything in this scenario would detract from that fun, it should be changed or eliminated as the Keeper sees fit. Whenever possible, alternatives may be suggested in the book, but of course it's not possible to take all people and situations into account.

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INTRODUCTION

Deliver Us From Evil is a *Call of Cthulhu* scenario set in Washington State's Olympic Peninsula during September of 1972. This short survival horror one-shot adventure for 2-6 investigators is best suited for a single session lasting no more than 4-6 hours. Due to the high likelihood of the investigators suffering physical harm and severe Sanity loss, this scenario functions best as a standalone experience or an introduction to the regional Mythos threat for potential follow-up investigations. Confined to a remote river, the linear story design is intended to promote violence between the investigators, leading to a potentially bleak conclusion.

Play begins in medias res with the investigators journeying down the Lost River on the Olympic Peninsula. As they navigate the dangerous rapids, the investigators experience flashbacks to recent events in a nearby, nameless town.

During the flashbacks, they recall an encounter with some unsettling locals that sets the tone for their weekend excursion. As they make their way down the Lost River, the investigators make disturbing discoveries, experience intense violence, and may undergo a terrible awakening.

This scenario utilizes an additional game mechanic that involves the use of *Dark Secrets* and *Rewards*. These place the investigators at risk of falling under the influence of an ancient entity hidden beneath the Lost River known to the enthralled locals as *Ol' Daddy*. By acting upon their *Dark Secrets*, the investigators unlock powerful *Rewards* that alter dice rolls and shape the story, leading to the scenario's dramatic climax.

Deliver Us From Evil draws inspiration from Laird Barron's short story *Mysterium Tremendum* (published in *Occultation and Other Stories*), as well as the 1970 novel *Deliverance* by James Dickey, and the subsequent 1972 film adaptation of the same name. While the time and place pay homage to these inspirational works, the scenario is easily modified to run in other time periods and locations.



KEEPER INFORMATION

The scenario begins as the investigators embark on a white-water canoeing adventure on the Lost River in Washington State. They're looking forward to a fun weekend reuniting with old friends and getting back to nature, but fate has other plans.

The investigators encounter corrupted locals under the sway of a primordial force festering in the remote wilderness whose dark essence flows through underground channels and into the waters of the Lost River.

This ancient and malignant entity has been lurking beneath the surface of the earth since the birth of our solar system, long before the emergence of life on Earth. It has endured tectonic cataclysms, outlasted otherworldly interlopers, and witnessed the rise and fall of dark gods. It waits.

The entity has spread like a cancer within the Earth's crust, its terrible influence bubbling forth in transient nodes of power all around the globe where it calls out to the weak-minded. Unfortunately for the investigators, some of the inhabitants of the Olympic Peninsula have answered. They are the entity's subservient followers. They are its children who know it only by the name they've given it — Ol' Daddy.

Near the turn of the 20th century, a young man from a respectable family named John Tornow spent a great deal of time exploring the forests of Washington and gradually fell under the sway of Ol' Daddy. After escaping from an Oregon asylum, he returned to his backwoods wanderings in the

Olympic Peninsula and discovered the sacred caves along the Lost River. Within these otherworldly tunnels, he found a mysterious young girl (actually the unnatural spawn of Ol' Daddy) who he rescued from that place. He sent her to live with his brother, Fred Tornow, who named the child Daisy.

A short time later John engaged in a series of wanton acts of violence that led to him having a bounty put on his head and ultimately his death at the hands of a bloodthirsty posse.

Over the following years, Daisy developed a deep spiritual conviction, revering her dead Uncle John as a saint and conflating her love for him with that of the lurking presence she called Ol' Daddy. Imbued with the powers of her unnatural birth, Daisy possessed a preternatural gift for persuasion.

As a teen, she convinced Fred to relocate the family to the woods near Mount Mystery. Over time, the influence of Ol' Daddy corrupted the family, and, with Daisy's help, they turned to worshipping the entity in secret.

Ol' Daddy's family continued to grow as unlucky strangers and outcasts were drawn to the area. The family began distilling a special *River Moonshine* using Ol' Daddy's bubbling outflow and subterranean waterways. This sacred brew allows Ol' Daddy's acolytes to quell the savage urges of the newly converted.

As the family grows, so too does Ol' Daddy's power and sphere of influence. Whenever possible, Ol' Daddy's children send copies of their holy text into the world in the hopes of opening minds and luring in new devotees.

The Friends. A decade ago, the investigators' close friend Perry fell under the influence of Ol' Daddy while partying at an abandoned Lake Crescent cabin. Perry uncovered a cache of the Tornow family's special River Moonshine along with their strangely compelling book. Ripe for the taking, Perry's fragile mind deteriorated rapidly under the entity's power. After a series of shocking encounters with his friends Perry vanished, and his friends (the investigators) drifted apart.

The First Act has the investigators reuniting for a weekend canoeing trip in an attempt to rebuild their broken bonds. This sets up the remainder of the scenario and its disquieting setting with two flashback scenes and white-water rapid runs. During the flashbacks, the investigators meet the surviving Tornow family and find *Perry's Lost Tome*.

In the Second Act, investigators experience a vicious attack at their riverside campsite culminating in terrifying shared hallucinations. Before they travel further, the

investigators have an opportunity to explore a nearby logging camp, uncover recent violence among the loggers, find an entrance to strange caves, and get their first taste of Ol' Daddy's influence on the area.

The Third Act begins with an ambush by Ol' Daddy's followers during their final white-water run. If the investigators survive the rapids, they must then portage their canoes through a cave system, ultimately discovering an alien chamber.

If they survive the eruption of Ol' Daddy's influence in this chamber, the investigators have a chance to explore, confront the Tornows, or escape. Optional locations allow for extended pursuit by locals or fellow investigators who have become unhinged. The local sheriff, also under the influence of Ol' Daddy, awaits the survivors at (or near) their journey's end.

Ol' Daddy's Apostles

Each of the investigators has a background that makes them susceptible to *Ol' Daddy's Influence*. The Keeper should review *Dark Secrets* (p.45), pre-generated characters, and their backstories (p.47) prior to play.

Enemies in Your Midst – Margo & Harlyn

Though she does not know it, Margo is a true child of Ol' Daddy and Daisy Tornow. Believed dead and gone, she was recovered from the woods and adopted by the Pendergrass family, making Ted Brantly (see pre-gen on p.47) her uncle by adoption.

Margo has always seemed different, almost alien, with her dreamy, pale green eyes (like Daisy's) hinting at her true nature. As a non-player character (NPC) she may decide to reunite with her true family and introduce new dilemmas.

Harlyn Evans is desperate and acts as an agent of the Tornow family in an exchange for material goods. The true nature and plans of the Tornow family are unknown to her, but, as an NPC, she may not want to stick around to find out.

If using Margo and/or Harlyn as NPCs, their transformations that result from Ol' Daddy's influence may be used to foreshadow coming events.

After investigator selection, provide each player with their investigator's corresponding *Dark Secret Card* (p.45). This card lists a Dark Secret, an Act, and three Rewards unique to that investigator. The Dark Secret and Act serve as roleplaying prompts, and the Act also unlocks the

associated Rewards. Along with the *Dark Secret Card*, the player should receive three tokens of some kind to track the use of their Rewards.

By performing the Act associated with their Dark Secret, an investigator can immediately activate one of their Rewards. Each Reward may be used only once and must be performed in concert with the inciting Act. With the use of each Reward, a player surrenders one of their tokens to the Keeper.

Conflicting Rewards: If two activated Rewards conflict, the players have the option to either stand down or escalate. If they choose to escalate, they may offer additional available tokens to outspend the other player and achieve their desired effect. Note, the additional tokens do not provide added rewards.


In the event of a draw, opposed **Sanity** checks between the players decide the victor.


Once the investigators reach *The Chamber* (p.33), the investigators must each make a **Sanity** check to determine whether they fall under Ol' Daddy's Influence (see below).

If a player has 3 tokens remaining, they need a Regular success, but if they only have 2 tokens, then a Hard success is required. If only 1 token remains, then they need an Extreme success to resist the will of Ol' Daddy. If a player has used all of their rewards, they automatically fail and immediately fall under Ol' Daddy's Influence. Failing this **Sanity** check triggers the initial episode described below.

Ol' Daddy's Influence

Once a player succumbs to the influence of Ol' Daddy, they become an unwavering, fanatical servant to their new master, performing their designated Act while experiencing episodes of extreme violence and/or aggression toward anyone who gets in their way.

 During the initial episode, everything glows red and the investigator attacks a threat of their choice with a Bonus die and incremental increase in their Damage Bonus (Keeper Rulebook p.33). A threat is defined as anyone not under Ol' Daddy's Influence OR anyone that has damaged the investigator. In the absence of a threat, they attack a random target.

 An episode lasts for 1D6 rounds. If injured or threatened again at any point following this episode, Ol' Daddy's Influence flares again for another 1D6 rounds.

☠ An episode of Ol' Daddy's Influence may be terminated by consuming River Moonshine (p.40), and intoxication by River Moonshine prevents episodes of Ol' Daddy's Influence for 8 hours. The effect of the moonshine always wears off.

☠ Once under the influence of Ol' Daddy, there is little hope of breaking free, but the violent urges will subside in 2D6 days.

INTRODUCING THE INVESTIGATORS

The scenario utilizes pre-generated investigators with backgrounds suitable to the scenario's story, and to the scenario's high-stakes, high-impact (and high lethality) nature. A short opening scene allows the players to introduce their investigators, establish their relationships, and outline the weekend plans — a three-day trip down the Lost River. An ideal spot for the scene is a greasy diner en route to the Lost River entry point. After this scene, they hop back in the group's two vehicles and continue their drive. If using pre-generated investigators, Ted drives a Bronco and Curt a station wagon.

An alternative introduction pays homage to the opening scene from the movie *Deliverance* by allowing these conversations to take place during the drive to Lost River. As these conversations play out, consider providing imagery of the Olympic Peninsula, including the Elwha Dam, Lake Crescent, Mount Mystery, and surrounding forests.

Each investigator begins the scenario with 2D6x5 (rather than the usual 3D6x5) **Luck** in order to further capture the sense of danger and adversity, as well as encourage the use of Rewards.

The scenario then picks up with the investigators setting off on their river adventure. If planning on using this as an introductory adventure to a wider campaign set in Washington's Olympic Peninsula, consider providing the events transpiring in the scenario as a recollection of one of the survivors.

If the group prefers to use their own investigators, there are a few options to consider. First, a substitute inciting event can replace Perry with another companion or close friend. Alternatives include a family member, colleague, rival, or subject of a prior investigation.

Second, the Dark Secrets and/or Acts can be modified to fit the participating investigators, or the players can furnish the Dark Secrets themselves. Alternatively, the Dark Secret mechanic may be removed entirely, and Ol' Daddy's Influence can instead result from Sanity loss or be ignored. Without the Rewards, though, the investigators may not reach the end alive...

Finally, if included in a series of linked investigations, this scenario would serve well as a horrific climax. Potential motivators for the investigators to investigate Lost River include a missing child, such as Margo Pendergrass, a crumbling map or tome found in an old bookshop, a suspiciously lucrative surveying contract, or a welcome respite from their arduous investigative work.

Suggested Use of Pre-Generated Investigators

If running this scenario with two players, provide them with Ted Brantly and Curt Kendrick.

If running this scenario with three players, add Donny Shows or Larry Frippe as an option.

If running this scenario with four players, add Donny Shows and Larry Frippe.

If running this scenario with five or six players, add Margo Pendergrass and/or Harlyn Evans as options based on Keeper preference.

In each case, the unused pre-generated characters can serve as NPCs and/or backup investigators, as desired.

Note: The person playing Ted Brantly (or the character who planned the trip) should be given the map of the river (player's map) on page 44.



DRAMATIS PERSONAE



Daisy Tornow

*Olympic General Store Clerk;
Appears 40 Years Old*

A human spawn of Ol' Daddy, John Tornow found her near the Lost Riverbank and brought her forth from the deep Olympic Wilderness to place her in his brother's care. She loves her growing family of apostles and seeks to spread Ol' Daddy's eternal love by bearing his children. Sadly, as far as she knows, her many births have only resulted in stunted, short-lived spawn, and yet she still continues to pray and willingly offers herself as a vessel.

Daisy's amiable demeanor and social skills serve the family well, allowing her to tend the general store, greet travelers, and identify potential apostles.

Description: Daisy is frail and malnourished with translucent skin and a potbelly. Her gaunt face is partially concealed by stringy brown hair that she is constantly brushing out of her pale green, jaundiced eyes. She wears a tattered and stained gingham dress that was clearly homemade.

Traits: Daisy welcomes customers with dreamy surprise and subdued interest, and then stares vacantly into the distance. She speaks in a youthful and tranquil sing-song voice, and intermittently taps her dirt-caked yellow fingernails on the counter top in a strange, complex rhythm.

Roleplaying Hooks: Despite her unsettling appearance, Daisy is friendly and helpful. She openly talks about Ol' Daddy as if he's the patriarch of their family. She casually draws attention to the dusty old guidebook behind the counter if investigators overlook it.

If her family is physically threatened, she explodes into violent, sadistic rage. During any wilderness encounters, she attempts to lure the investigators to join the family with promises of aid and tender love.

Keeper's Note: If Margo joins the rafting trip, Daisy will recognize her as one of her offspring — a castoff that miraculously managed to survive. Both have otherworldly pale green eyes that are undeniably similar. Once Daisy recognizes her own, she protects Margo above all else.



Fred Tornow

*Proprietor of the Nameless Saloon;
Appears 60 Years Old*

The brother of John Tornow is the current leader of Ol' Daddy's family. He maintains the peace and shepherds new "converts" to safety. He is also responsible for brewing and distributing the River Moonshine, leading the family in worship, and handling formal relations with outsiders when necessary.

Description: Fred is imposingly tall and sturdily built with a thick, shaggy beard and tangled hair that veils bloodshot eyes. He wears a heavy leather apron over a pair of worn and faded denim overalls.

Traits: A quiet observer, he attempts to fade into the woodwork or dark shadows until conflict arises or his kin need help.

Roleplaying Hooks: His backwoods vernacular conceals a devious wit. He serves as a gentle, but firm peacemaker aiming to control the violent tendencies of Ol' Daddy's new converts. In the wilderness, he defers to the base desires of Ol' Daddy and protects the secrecy and sanctity of his master's domain.

Keeper's Note: If Harlyn Evans joins the rafting trip, he treats her respectfully and does his best to prevent her from being harmed thanks to their earlier arrangements (see Old Daddy's Apostles on page 8).



Sheriff Declan Ballard

*County Law Man;
47 Years Old*

The followers of Ol' Daddy used to worry about secrecy until Ballard joined their congregation over a decade ago. Since then, missing hunters, hikers, and river enthusiasts are explained as tragic accidents, victims of wildlife, or intentional disappearances. For now, he follows the clannish Tornows, but hopes to spread the good word of Ol' Daddy someday soon.

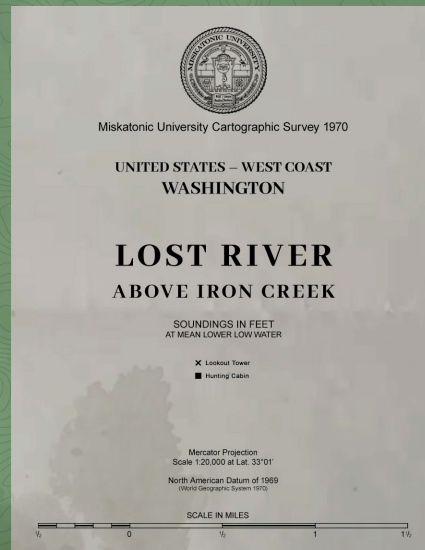
Description: Declan is short, rotund, and stub nosed. He wears overpowering cologne and chews mouthfuls of breath mints to disguise the scent of alcohol and festering sores beneath his pristine uniform.

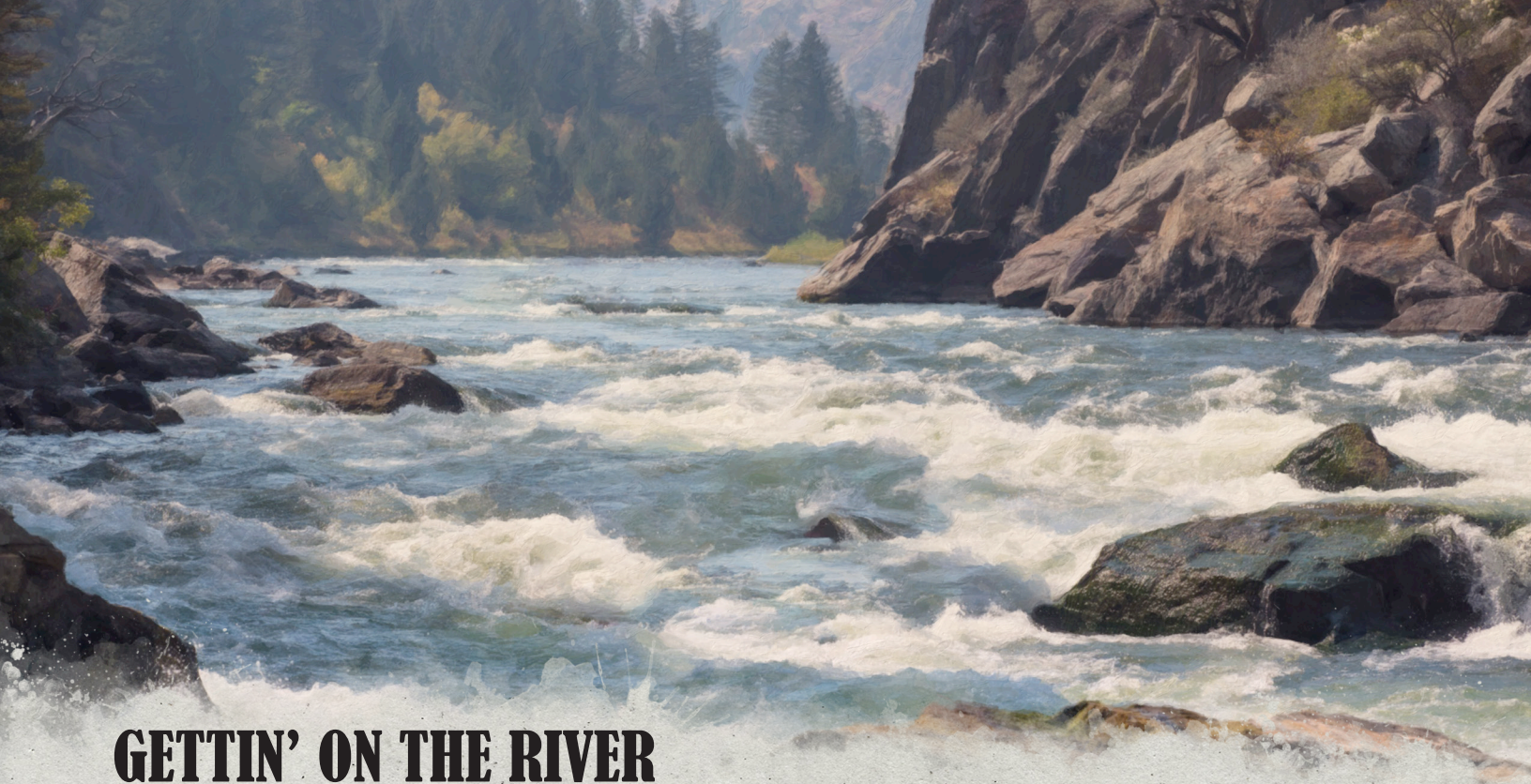
Traits: Declan is a loudmouthed and forceful gladhandler. He is cagey about his dreams of leading the family one day.

Roleplaying Hooks: Declan appears to offer help to greenhorns, but either intends to shepherd them back to Ol' Daddy's flock or stage an unfortunate accident. Of course, under the right circumstances, he might cut a deal.



**The Nameless Salloon and
Lost Valley General Store**
(23 miles)





GETTIN' ON THE RIVER

Mount Mystery looms behind as you ease your canoes into the Lost River. The late afternoon light dapples through ancient firs, cedars, and spruces towering overhead, the primeval forest stretching out from the valley into the untamed wilderness beyond. The faint trail back to your vehicles is barely visible as you glance over your shoulder one last time before setting off.

Keeper's Notes

Should the question arise, trustworthy folks have been paid by Ted (or Harlyn, if included) to relocate the investigators' vehicles to their terminus point down river. The investigators could also have parked one of their vehicles at the river's end and squeezed into a single car.

Run the following two scenes (*The Nameless Saloon* and *Long Run*) concurrently, timing cuts between them to elevate tension and suspense. Alternatively, the Keeper can rearrange the sequence of flashbacks and river events to fit the narrative beats, making them as cinematic as possible.

Each canoe holds up to three people. If using the pre-generated investigators, the first group in the water will be Curt, Larry, and Margo (if included). They will proceed to *The River Rapids: Long Run* scene (p.16).

The second group, which consists of Ted, Donnie, and Harlyn (if included), moves more slowly towards the water thanks to their recent injuries and experiences during *First Flashback: The Nameless Saloon* (see below).

Before commencing the flashback scene, each investigator in the second canoe rolls on the *Bar Fight Injuries Table* to determine the nature of their wound. Unless stated otherwise, these injuries persist throughout the scenario.

Bar Fight Injuries (Roll 1D10):

- 1 Broken Ribs – Lose 1D3 hit points.
- 2 Black Eye – Penalty die to **Spot Hidden** checks.
- 3 Torn Muscle – Penalty die to **STR** checks.
- 4 Sprained Ankle – Penalty die to **Dodge** checks.
- 5 Boxer's Fracture – Penalty die to any skill checks requiring the use of the dominant hand.
- 6 Chipped Tooth – It could have been worse, lose 2D8 **Luck** points.
- 7 Ruptured Eardrum – Penalty die to **Listen** checks.
- 8 Worn Out – Penalty die to **CON** until investigator has a full night's rest.
- 9 Shocked – 1D3 Sanity Loss, gain a disturbing insight (see Disturbing Insight Table, p.16).
- 10 Terrible Beating – Lose 1D3 hit points and roll again.

Pay close attention to pacing and alternate between groups as you play out the *First Flashback* allowing tension to build as the scene unfolds. Each scene contains pacing suggestions, but don't hesitate to accelerate rapidly towards a violent climax in the saloon, particularly if the other group finishes their rapids run quickly.



THE NAMELESS SALOON

The First Flashback

*It was just a couple of hours ago when Ted pulled his Bronco to the side of a remote dirt road at the edge of The Lost Valley. Two rough-cut buildings flanked the disused byway. At first glance, they looked abandoned, but a worn sandwich board sign reading **OPEN** suggested otherwise. Faded, mud-spattered signs read **Saloon** and **Supplies**. Rusted old pickup trucks and abandoned logging equipment littered the forest's edge. Beyond the mangy dogs fighting over something dead you could make out a few rickety wooden shacks through the pines. Navigating the potholes and debris, you stepped onto the nameless saloon's porch in search of a drink.*

Bar Exterior. Broken bottles, rusted oil cans, and cigarette butts decorate the saloon's front porch. Pausing at the grimy, dirt-smeared window, the investigators glimpse a few vague forms seated at the bar and a nearby table. Should they stop to listen outside the battered wooden doors, there is no music or conversation. There is only the occasional tap of an empty glass on the bar top.

Bar Interior. The interior of the bar is oppressive with the mingled smell of alcohol, sweat, and ammonia. The room is reluctantly lit by whatever light manages to filter through the grimy window.

All five patrons turn to look as the investigators enter. Two burly men at the bar are wearing **Consolidated Lumber** logging uniforms, and they immediately put down their stained mason jars beside their hard hats. At a round table in

the middle of the room, three mud-spattered men in hunting jackets pause in mid drink, but quickly return to their mason jars with unchanged expressions.

A successful **Psychology** check allows the investigator to sense the violent tension gripping the room. A **Spot Hidden** check notices a shadowy man stooped in the far corner on a stool, carving and occasionally spitting onto the floor. Next to him is a ramshackle baby buggy. There is a single open table positioned between the hunters and the dark corner. In the near corner is a music stand with an old guitar.

After a few moments, a large man (Fred Tornow), ducks beneath the door frame as he emerges from a backroom with two large stoneware moonshine jugs dangling at his side. He walks behind the bar, where he deliberately sets an appropriate number of mason jars. He glares expectantly at the investigators.

Keeper's Notes

This scene intends to make the investigators feel like outsiders surrounded by isolated, unfriendly and suspicious locals. This is an appropriate time to shift to the scene on the rapids.

Fred Tornow, Proprietor. Fred only serves the family's River Moonshine. He willingly pours drinks and vaguely answers questions about the river, noting recent heavy rains, felled trees, and rockslides. He quietly suggests purchasing a jug or two "for the road" and that they might want to move along before they find themselves in trouble. Openly disrespecting or disparaging Tornow results in *The Conflict*, (see p.15).

The Moonshine. Cold with a tangy, metallic bite. The potent alcohol content discourages rapid consumption but relaxes the drinker. Any perceived tension in the room seems to fade. If investigators wish to drink more aggressively, see *River Moonshine* (below) for consequences.

River Moonshine

Drinking this potent brew creates an intense sense of ease and comfort, but is also accompanied by an unpleasant sensation of irresistible surrender. A respectable pull of the *River Moonshine* triggers a **Sanity** check (0/1, or 1/1D3 if under the influence of Ol' Daddy) as these sensations wash over the imbiber.

After a failed **Sanity** check, the investigator must make a **CON** check to determine if they are intoxicated. Once intoxicated, the investigator becomes immune to Ol' Daddy's Influence (p.8) for eight hours.

Loggers (2). Following successful coaxing with drinks or non-threatening social rolls, the reticent lumbermen reveal that they recently returned from surveying an abandoned logging site along the Lost River. They describe it as unremarkable, spent, and useless. A successful **Psychology** check tells the investigators this as a lie. Any persistent questioning results in *The Conflict* (see below).

Hunters (3). If the investigators approach the table, the largest man gruffly suggests they "fuck off back to Seattle." Persistent overtures with more moonshine or non-threatening social checks lead to drunken boasts by the hunters of their exploits along the Lost River. They speak of dead-eye shots, field dressing "choice meats," and fishing with entrails.

A **Spot Hidden** check allows the investigators to notice that what they had mistaken for mud on their fingers and clothes is actually dried blood. Any requests to view their trophies result in *The Conflict* (see below).

Grampa & Baby. A mute old man with a toothless scowl and terrible scars sits quietly in the corner. He refuses to acknowledge the investigators and just continues carving an intricate barbed spiral design into a small piece of bleached wood.

A successful **Medicine** check identifies the "wood" as a pelvic bone fragment. Next to him is a fully enclosed, antique baby buggy. Any attempts to look in the buggy immediately lead to *The Conflict*. On a successful **Luck** check, the investigator catches a glimpse of Ol' Daddy's "child" (see *The Anklebiter*, p.39) which prompts a **Sanity** check (1/1D4).

The Music Stand. A waist-high music stand holds handwritten sheet music for a complex, fast-paced musical piece for the guitar. A small mandolin-like instrument and an old acoustic guitar rest on the wall next to the stand.

A musically inclined investigator may attempt to play either instrument. A successful **Art/Craft (Music)** check attracts the attention of the old man who rolls the buggy over to the music stand. He passes the mandolin-thing to a blindly grasping clawed hand reaching out of the dark recesses of the buggy.

The thing in the pram plays first, setting up the investigator to respond. The two then engage in opposing **Art/Craft (Music)** checks (*Anklebiter*: 80%). This is intended to recreate the dueling banjo scene from *Deliverance*.

While the music is playing, all the locals in the bar are captivated. A successful **Psychology** check allows the investigator to notice the violent tension dissipating. If the investigator Fumbles or soundly outperforms the "child", *The Conflict* immediately erupts.

The Conflict. In a flash, chairs slide, barstools fall, and glasses clatter. Everything becomes a blur of fists, stomping boots, and gnashing teeth as the loggers and hunters pile on the investigators. Describe violence to match the injuries the investigators rolled earlier.

Surprised and outnumbered, the investigators end up on the ground, but potentially inflict some damage on their opponents with **Fighting/Brawl** checks. Note the damage for future encounters with the *Hunters and Loggers* (p.38). A critical success kills one of the assailants.

Keeper's Notes

The initial description of the fight is an excellent time to transition back to the rapids. This allows the Keeper to re-frame the scene, returning to find the investigators on the floor. If the investigators fail to trigger *The Conflict*, it erupts spontaneously as they begin to exit.

Be sure to provide an explanation for each investigator's specific injury.

It concludes as quickly as it began with Tornow (and Harlyn, if they are present as an NPC) pulling the raging men off the investigators. Tornow chides them with stern whispers and forces drinks back into their hands. Their bloodthirsty expressions instantly fade the moment they throw back their drinks.

Keeper's Notes

Keepers should emphasize the calming effect of the moonshine as its special ingredients work to suppress the violent inclinations of Ol' Daddy's converts during their awakening. Investigators could use this information to their advantage later, especially if their companions begin to turn.

After the fight investigators should make **Spot Hidden** or **Listen** checks. If they succeed, or if they became Shocked during the fight (see *Bar Fight Injuries*, p.13), they glimpse one of the following (roll 1D10 or pick) and lose 1D3 Sanity:

Disturbing Insight Table

- 1-2** – You notice swirling blood-red irises glaring from somewhere unexpected.
- 3-4** – You overhear Tornow whispering “*Thank you child for this offering. Ol' Daddy loves you, dear.*”
- 5-6** – You see the old man suddenly stand rod-straight with a look of exquisite ecstasy on his face as bloody tears run down his scarred cheeks.
- 7-8** – The baby buggy rocks so furiously it tips over spilling the horrifying contents onto the floor (see *The Anklebiter*, p.39).
- 9-10** – Everything goes dark, and you find yourself floating down an underground river lit by a strange ruddy glow. Roll again and suffer an additional 1D3 Sanity loss as you come back to reality.

In a daze, the punch-drunk investigators are guided out of the saloon by Tornow, who gifts each of them a stone-ware jug of moonshine for their trouble as he directs them toward their vehicle.

If Harlyn is included as an investigator or NPC, Tornow takes care to hand the jugs directly to her with a knowing glance but no further explanation. The investigators can make **Spot Hidden** checks to see if they notice.

Once complete, this group of investigators moves past *The Long Run* by an easier route while attempting to assist with any mishaps the preceding groups encountered.

If the Keeper feels particularly malicious, they could require both groups to brave each rapid segment with skill checks, but the narrative assumes the *Saloon* flashback investigators automatically succeed at *The Long Run*.



RIVER RAPIDS

The Long Run

You begin to paddle furiously as churning whitewater punctuated by jutting rocks stretches out in front of your canoe. You're not even sure you can make out where the rapids will end...

Encourage players to describe their feelings and reactions as they begin to paddle in the rushing river current.

While the *Saloon* scene plays out, the other group of investigators brave the rapids. To do so, they must all first make a **CON** check as they paddle furiously to line up their run, after which one investigator must make a **Pilot (Boat)** or Hard **DEX** check while the others attempt **STR** checks. Any investigator who fails their initial **CON** check suffers a Penalty die on this subsequent roll.

Keeper's Notes

After the initial **CON** check, consider pausing to return to the events in the *Saloon*.

Any investigator failing their second roll, whether they rolled **STR**, **DEX**, or **Pilot (Boat)**, must roll on the *Canoeing Mishaps* table. If all the investigators fail the second roll, the investigator with the lowest **Luck** must roll on the *Boat Trouble* table. Any investigator who chooses to push their roll and fails must roll on both the *Boat Trouble* and *Canoeing Mishaps* tables. After completing the rolls, transition back to the *Saloon*. Upon returning from the *Saloon* scene, play out any consequences from these rolls.

Canoeing Mishaps (Roll 1D10 or Select)

- 1 Poor Technique – You tear a muscle, rip a tendon, or shred a ligament. All future canoeing checks suffer a Penalty die.
- 2 Thrown – Churning water tosses you from the boat, suffer 1D4 damage as you are battered against rocks. A working life jacket halves damage dealt (round up).
- 3 Defective Life Jacket – The zipper rips as you paddle furiously. It no longer affords benefits during Thrown or Flipped results.
- 4 Lost Paddle – Unless it's recovered, automatically fail all future canoeing rolls. If using an improvised object to paddle, impose a Penalty die.
- 5 Supplies Overboard – A light source, shelter, food, first aid kit, or something else important is lost.
- 6 Grazed – Did someone just shoot at you? Make a **Luck** check. If failed, take 1D2 damage.
- 7 Separated – The white water pulls you from the boat, tumbling you along the bottom before spitting you out next to the shore. You must walk along the river edge to reunite with your companions. Roll on the *Unsettling Sights* table.
- 8 Panic – This is much, much more than you bargained for, make a **Sanity** check (1/1D3).
- 9 Confession – In the face of danger, the truth spills out. Share something about your *Dark Secret*.
- 10 Adrenaline Rush – You let out a whoop as your heart pounds and muscles pump. You can do this alone if you need to. Cancel any other *Canoeing Mishap* from this round.

Boat Trouble (Roll 1D3 or Select*)

- 1 Flipped – The balance of the boat shifts as a massive wall of water hits the canoe. Both you and your partner(s) are submerged. Make a **Swim** check, and if failed, suffer 1D3 damage as you struggle to safety. A working life jacket adds a Bonus die to your **Swim** checks.
- 2 Damaged – A rock punches a hole in the canoe and it begins taking on water. Any future checks utilizing this canoe suffer a Penalty die until the damage is repaired.

- 3 Off Course – Somehow your group has ended up in a parallel stream. It's calm, but dark here. Roll on the *Unsettling Sights* table with everyone suffering the corresponding Sanity loss before returning to the Lost River.

**Re-roll repeat results.*

Unsettling Sights (Roll 1D10 or Select)

- 1-2 Abandoned Canoe – You see a recent model undamaged canoe. It still contains packs and supplies, but no identification or clues to the owner's whereabouts.
- 3-4 Bubbling Pools – Weird pools of red-tinged liquid simmer and bubble like hot springs, but the air around them is shockingly cold and smells metallic, rather than sulfurous. (Sanity Loss 0/1)
- 5-6 Animal Carcasses – A bloody mass of savagely butchered animal viscera is suspended in the trees, with tangled entrails and amputated limbs scattered on the ground below. (Sanity Loss 1/1D3)
- 7-8 Crude Dolls – Several androgynous, long-limbed dolls are planted in the moist ground or arms grasping trees. They are crafted of wire, twine, and moldy sackcloth. (Sanity Loss 1/1D3)
- 9-10 Human Remains – You stumble across a pair of half-buried skeletal remains. You reckon these poor souls suffered terribly violent deaths a long time ago based on the missing limbs, bleached bones, and rusted logging spikes protruding from their chests and skulls. (Sanity Loss 1/1D4)





THE BRIDGE

A Breather

Once both investigator groups finish their scenes, permit a group **Luck** check to recover any lost items. Any necessary boat repairs burn valuable daylight.

As the investigators continue down river, they reach a bridge crossing. The bridge that formerly spanned the river has collapsed, and the disintegrating remains slope from the east bank into the rushing water. Even a cursory examination reveals that the bridge's supports were cut through with chainsaw and ax. A **Natural World** or **INT** check confirms the damage was recent. If the investigators stop to take a closer look at the shoreline, a successful **Track** check identifies two sets of recent tire tracks on either side of the river.

Keeper's Notes

The tracks were made by two trucks that remain at the *Old Logging Camp* (p.21). As to who destroyed the bridge, it could have been the Tornows, the hunters, or the loggers themselves. Paranoid speculation should be encouraged.

Once investigators move past the bridge, the second canoe collectively experiences a flashback to earlier in the day when they stopped for supplies at the *General Store*. Meanwhile, the other canoe must face the rapids (*River Rapids: The Big Chute*, p.20).



THE GENERAL STORE

The Second Flashback

You pull the station wagon next to the dilapidated storefront and park behind Ted's Bronco. What luck stumbling upon a general store out here in the sticks!

The Keeper should ask the investigators what important item they forgot to bring. Possibilities include toilet paper, bug spray, matches, ammunition, or even a gun.

*You weave between discarded tires and empty oil barrels to reach the storefront. The word **Supplies** is spelled out in faded letters. A battered screen door is propped open with an old hatchet head. A scratchy old record plays faint gospel music somewhere within.*

Store Interior: The store's interior is lined with shelves, but few are even half full. There is a large, battered old ice box just inside the door. Wooden furniture and carvings, presumably for sale, hang from the ceiling. In the dim recesses of the store, a tall woman (*Daisy Turnow*, p.10) tends an antique cash register. She stands behind an ornate glass and wood display case that seems very much out of place in this humble shop.

A successful **EDU** or **History** check identifies the song playing on the record player as *Down to the River to Pray* (see *Inspirational Movies and Fiction*).

Keeper's Notes

Allow the investigators to browse the store and get a sense of its contents before transitioning to the rapids scene. Upon returning from the rapids scene, allow closer inspection of the wares and any conversations with Daisy.

Daisy Tornow, Clerk. Though she appears physically unwell, she offers a surprised, yet cheerful greeting to investigators before resuming her soft humming along to the tune of the record player. She remains behind the counter unless prompted by investigators. When the investigators approach the counter display case, she casually inquires about their plans and interests. She notes recent heavy rains and hints at hazards on the river, liked downed bridges and old work sites. If they fail to notice it, she helpfully directs attention to the book in the display case (see *Perry's Lost Guide* below).

Shelves. The store's shelves have a sparse collection of dusty cans of food. Some are without labels while others are well past their sell-by date. A successful **Luck** check allows the investigators to find any reasonable item amidst cobwebs and disintegrating cardboard packaging. In the corner are some small crates containing moist dirt and writhing worms. A sign above them reads: **BAIT 10¢**.

Wooden Wares. The furniture and decorative carvings obscure the view and create a sense of claustrophobia. Other than requiring some investigators to duck their heads, the carvings have no special meaning.

Old Steel Meat Freezer. The ice box contains several large butcher paper-wrapped packages without labels. The air inside reeks of metal and feels painfully cold. A **Listen** check reveals that the freezer is very quiet for its age.

Extended rummaging or attempting to open the misshapen packages draws Daisy's attention. She apologetically explains they are not for sale, but are hunting trophies and food for "the family." She instead offers investigators a selection of cured meats and smoked fish.

Should investigators succeed in getting a look at the contents of a package, they must make a **Natural World** or **Medicine** check. A success means identifying the "meat" as a human infant which prompts a **Sanity** check (1/1D3). There is no evidence of injury.

Daisy quickly rushes over to explain these are the remains of a stillborn child awaiting adequate funds for burial. A successful **Psychology** check suggests that she's not lying.

Kid's Corner. One of the store's corners is decorated with a haphazard collection of disappointing, and disquieting, children's toys. Androgynous, long-limbed dolls crafted of wire, twine, and moldy sackcloth. Oddly proportioned equine figures carved from wood and painted red. A hand-crafted jack-in-the-box with sharp edges and a rusty crank.

If the investigators attempt to interact with any of the toys, Daisy deftly wrests their hands away, and explains "None of these items are for sale, sorry."

Keeper's Notes

If Margo is present, Daisy pays special attention to her. She awkwardly directs her towards the toys and encourages her to take the jack-in-the-box as a present. If operated, after prolonged cranking, the box reveals something horrific. The investigator playing Margo should be prompted to explain what terrifying thing they see emerge, whether it is the skull of an animal (or a child), the horrified face of Perry, or something worse. Regardless, the sight provokes a **Sanity** check (1/1D3).

Display Case. The display case is mostly filled with a collection of old junk, including dull hunting knives with hand-carved antler handles, antique firearms, and disintegrating Native artifacts. A battered black book with a broken spiral on the cover stands out from the other items (see *Perry's Lost Guide*, p.40).

Daisy reveals it's out of print and priceless. After sizing up the investigators, she kindly offers it to Curt Kendrick or the designated *Word Bearer* (p.45). If not using the pre-gens, the Keeper should choose the most likely.

Keeper's Notes

With the book in hand, the scene can be rapidly concluded at any point with slamming car doors followed immediately by impatient horn honking.

Perry's Lost Guide

This is a rebound copy of an old book published in 1909 by an unnamed press. The interior title page is defaced with a dense arrangement of broken circles. Inside is a peculiar mix of what seems like ecumenical religious imagery and dated geography. It mentions familiar Olympic Peninsula landmarks, such as the Elwha River, Lake Crescent, Goblin's Gate, and Mount Mystery (Handout #1), as well as a cave system

near the Yakama Reservation. It touches on remote locales such as Mesopotamia, Moab, Shimoga, and Transkei, as well as far-flung rivers. The book is filled with copious footnotes, penciled comments, crude maps, and wilderness routes, as well as additional entries attached to the new binding. One typed excerpt at the rear discusses the persecution of Saint John Tornow (Handout #2).

Keeper's Notes

Distribute the two associated handouts based on the level of investigator interest and time spent studying the tome. For example, the first handout (Handout #1) could be provided on the river after the second flashback. Continued study at camp would allow the investigator to access the second handout (Handout #2).

Sanity Loss: 1D4

Cthulhu Mythos: +1/+2 percentiles

Mythos Rating: 8

Study: 3 weeks

Spells: Brew Ol' Daddy's Moonshine (p.40).



RIVER RAPIDS

The Big Chute

While one group of investigators plays through the store scene, the other group of investigators braves the rapids. To do so, one investigator must make a **Hard Pilot (Boat)** or **Extreme DEX** check as the others attempt **Hard STR** checks.

Any failure requires a roll on the *Canoeing Mishaps* table (p.17). If all the investigators fail their rolls, the investigator with the lowest **Luck** score should roll on the *Boat Trouble* table. Any investigator who chooses to push their roll and fails must roll on both the *Boat Trouble* and *Canoeing Mishap* tables. After completing the rolls, transition back to the *General Store*. Upon returning from the *General Store* scene, play out any consequences of the previous rolls. If Harlyn accompanies the group as a guide, feel free to endanger or ruthlessly kill her in a dramatic fashion to help pace the scene while heightening the stakes.

Keeper's Notes

Particularly malicious Keepers could require both groups of investigators to brave each rapid segment with rolls, but this narrative assumes the investigators experiencing the *General Store* flashback automatically succeed.



MAKING CAMP

Once investigators successfully navigate the rapids and complete *The General Store* flashback scene, their first day on the Lost River nears its end. Shadows darken the valley and sheer rock walls rise on the east side of the river. To the west, a sharp mountain slope leads up into the gloomy wilderness.

Investigators may be distressed or gravely injured, but from this point on, the most direct route back to civilization lays down the river.

As they paddle on, distant hooting and hollering echoes from the depths of the woods on both sides of the river. Looking around, investigators see no one, but notice shapes dangling from high tree limbs a few yards back from the river's edge. Venturing closer or using binoculars, they discover strangely butchered split carcasses of deer and goats in varying states of decay. [Sanity Loss 0/1] A **Natural World** or **Medicine** check can deduce that some of the remains are less than 24 hours old.

Fortunately, the river quickly opens into a small lake that was formed by a massive, centuries-old rockslide. There are two potential locations to camp. On one side of the lake is a clearing in the surrounding woods. On the other is a sandy beach at the base of the mountain. In the distance, an old metal bridge spans the rockslide creating a crossing at the far end of the lake.

The Clearing

You see a choice camping spot set back from the water. It features flat ground that is shielded from the wind by tall pines and stout boulders. It offers an excellent view of the lake, the sandy beach, and Mt. Mystery to the north.

The Beach and Old Logging Camp

On the opposite shore, the sandy beach would afford quick access to your boats and would make a fine site for a bonfire. Just beyond the beach is an abandoned old logging site strewn with rusting equipment and collapsing wooden shacks.

Investigating the Old Logging Camp. Inside the shacks are shreds of newspapers used by rats for nests, including a scrap of an article from 1923 (Handout #3). Discarded paperwork and faded signs feature the **Mud Bay Logging Company** logo.

While exploring, a successful **Spot Hidden** check discovers shards of molten glass, slag, pieces of scorched bone, and tire tracks leading away. Following the tracks leads to a horrifying scene.

Near the edge of the camp, a late-model Consolidated Lumber logging truck is smashed head-on into the side of another, crushing the driver's side. A rigid, pale corpse is crushed upright between the ruined vehicles. The head has been removed with deep jagged cuts about the neck and shoulders. The body is broken and twisted from multiple rib and spinal fractures. Wide sprays of blood cover all of the nearby surfaces.

A successful **Medicine** or **Science (Biology)** check confirms this death occurred within the last few days, and that the head was probably removed with a chainsaw while the man was still alive.

Looking past the gore, they can read the name **Delaney** stitched over the front pocket of his Consolidated Logging uniform (see Handout #4). Searching the accident scene finds a .32 revolver on the ground beneath the truck. The gun contains three remaining rounds. The victim's decapitated head lays next to it, his face is frozen in a mask of pure rage. A closer look reveals that all of the blood vessels in the victim's eyes have burst. [Sanity Loss 1/1D4+1].

Investigating the truck that was hit, the investigators find the passenger side window shattered. Slumped in the cab across the front seat, is another corpse covered in deep hatchet wounds. The uniform reads: **Taylor**.

Moving the body discovers a single bullet hole above the right ear. A successful **Firearms (Rifle)** check identifies it as some sort of hunting rifle. Discovering this scene requires a **Sanity** check [0/1D3].

No other bodies are present, but inside the cab of the other truck is a rusty hatchet covered in dried blood and a blood-smeared inspection form (Handout #4). The truck beds contain a gore-spattered chainsaw [2D8 damage], a brand-new logging axe [1D8+2 damage], and a jerry can with about 2 ½ gallons of gasoline.

A Tight Entrance. Should investigators search the woods surrounding the camp, a **Track** check discovers a trail of erratic boot prints leading to a small cliffside clearing with the skeletal remains of a steam-powered logging engine. They find countless overlapping footprints circling the engine. Some of the prints are from boots while others were made by bare feet.

Hidden within the remnants of the boiler is a fissure in the earth. The opening is barely large enough for an average-sized adult (**SIZ** 60) to squeeze through. The faint sound of rushing water can be heard from the opening with a Hard **Listen** check.

If anyone enters the fissure, they find a three-foot-diameter tunnel that descends 75 feet to a round, solid iron door set into the rock. Secured with a stout lock, it blocks access to *The Caverns* (p.29). A torn scrap of Consolidated Lumber uniform is caught in the sealed door.

The Logging Camp at Night

If visiting or camping at the abandoned logging site, the investigators spot a bonfire atop a nearby cliff. With a successful **Navigate** or **Survival (Forest)** check, a suitable light source, and two hours' worth of hiking, investigators reach a rocky and precipitous trail leading to a smoke-obscured view of the scene described in *The Way Up* (p.35). The dangerous mountain terrain is impassable and prevents direct physical contact with Ol' Daddy's faithful family. Still, the depiction should create an ominous, tense atmosphere featuring weird hoots, howls, and screams mixed with call-and-response worship.



THAT NIGHT

After making camp and eating dinner, the investigators should feel exhausted. This is a good opportunity to give them a reprieve. Ask what fireside activities they pursue. Facilitate a sense of camaraderie and relaxation by suggesting casual discussion topics, such as music, jobs, and highlights of the day. If studying *Perry's Lost Guide*, provide the relevant investigator(s) with Handout #2.

Eventually, investigators must rest for the night. If they wish to set a watch, the chosen investigator must make a **CON** check; if they fail, they nod off.

The following events serve to expose the investigators to the Lost River's unnatural elements and tempt them to use their *Rewards*.

Somethin's Out There. Shortly after everyone turns in for the night, the investigators must make **Listen** checks. If everyone is asleep, the group makes their **Listen** checks with a Penalty die in the subsequent encounter. If investigators chose to set up some sort of makeshift alarm systems (e.g., empty tin cans on strings), they instead receive a Bonus die on their **Listen** checks.

If any succeed, their rest is disrupted by the sound of a snapping branch in the woods (about 20 feet from the clearing's edge). A Hard success lets them detect a dragging sound slowly edging closer to the campsite. It abruptly ceases a moment later.

If all investigators fail their **Listen** checks, it means *The Anklebiter* (p.39) moves into the camp and automatically inflicts 1D4 damage to a random investigator before fleeing back into the dark.

Keeper's Notes

Keepers may want to draw out the tension by providing additional descriptions of sound and movement as the investigators peer into the darkness. Then Keeper can hit them with a jump scare when the Anklebiter attacks.

The Anklebiter. Even after alerting the investigators to its presence, the creature remains in the area. A successful **Spot Hidden** check reveals shadowy motion along the ground near the edge of the clearing. A Hard **Spot Hidden** check reveals two or three dull red orbs nestled in the shadows, potentially from a possum or other nocturnal forest creature. An Extreme success identifies three slowly swirling red irises that are definitely not from a possum.

If the investigators shine a light towards the motion, they catch a fleeting glimpse of pale flesh. [Sanity Loss 0/1] If they attempt to move towards it, the thing rapidly skitters off into the woods.

Where'd It Go. A successful **Track** check or an Extreme **Spot Hidden** check find tracks that can be traced back to a much smaller clearing nestled behind a large boulder. They don't find any sort of creature, but rather a handful of small, shallow graves containing an odd assortment of bones. A successful **Medicine**, **Natural World**, or **Science (Biology)** check identifies some as fragments of deformed human fetal skeletons. [Sanity Loss 0/1D3]

Keeper's Notes

During daylight, the **Track** check benefits from a Bonus die, and the **Spot Hidden** requires only a regular success since there are quite a few drag marks circling the camp.

It's Nothin'. Should they fail to see the thing or give chase, allow time to pass and tension to dissipate as the night becomes quiet again. Unless intentionally stoked and fed, the fire dies down to glowing embers at this point.

If they reset a watch, they have to make **CON** checks once again. If they pass, investigators are awake for the following events, and have no doubt what they experienced was real. Otherwise, events unfold as the investigators are startled from their sleep by the ensuing events... and the screams of their companions.

The Shadows Gather

Clouds gather. The night darkens and stills to silence.

Here along the banks of the Lost River, Ol' Daddy begins to set his hooks into the investigators' fearful minds. This contact manifests in the form of horrifying shared nocturnal visions. Any physical effects, such as damage and death, are negated upon an investigator awakening in the morning, but all Sanity loss and use of **Rewards** persist. Investigators should remain uncertain whether the following events were dreams, reality, or something in between.

A dark shape arrives soundlessly (see Ol' Daddy's Limbs, p.39). If a sentry is awake, they see a large form rising in the shadows topped by an elongated and misshapen skull. If there are more than two investigators, a second shadow rises, and both glide silently forward trailing oily vapor as their long, angular limbs reach toward the investigators. [Sanity Loss 1/1D8]

If undetected, the shadows move into the camp and attempts to overtake a random investigator. Sleeping investigators escape the initial attack with Hard **Dodge** checks, or else are swallowed by the shadows and drawn into the ground.

Keeper's Notes

Treat any investigators that fall to Ol' Daddy's Limbs as dead and removed from play. Allow players to believe their investigators are lost.

Allow the events to play out to maximum effect as companions vanish into the woods or suffer horrible screaming fates. If investigators flee to the river, Ol' Daddy's Limbs gather along the water's edge. The vapor flowing over their misshapen skulls bear undeniable resemblances to the vanished investigators and/or Perry. [Sanity Loss 0/1D3]

Added Intrigue: A Disappearance

If Margo Pendergrass and/or Harlyn Evans join the investigators as NPCs, they may vanish overnight to heighten anxiety, raise suspicions, or send the party searching the surrounding area. Should Margo slip away in the middle of the night, she makes her way to the cave via *The Tight Entrance* (p.22) at the logging camp. If Evans abandons the party, she could disappear into the woods with the Tornows, steal a canoe, or use a kayak hidden in the brush. The fate of each of these characters is up to the Keeper's discretion.



CALM MORNING AFTERMATH

You awake with a start. The early morning sun spills over the mountains and illuminates the thin mist clinging to the ground like a blanket. The only sound is the rapidly flowing river... it seems so much louder than when you fell asleep.

The river definitely shouldn't be roaring like rapids while camped next to the relatively placid lake. Approaching the shore, however, reveals calm, gently moving water. **[Sanity Loss 0/1]** Any investigator who ran away from camp, or was consumed by Ol' Daddy's Limbs, awakens in the brush covered in dew and leaves with a tingling, painful chill at the base of their skull.

Allow everyone time to gather their wits and discuss the previous night's events. Gradually, the intensity of the river's noise fades, and a gentle breeze clears the fog. It promises to be a bright and beautiful day on the river.

In the light of day, the water seems inviting, and the forest appears a vibrant, lush green. The sandy beach and bridge complete the quaint scene.

Keeper's Notes

This peaceful setting is in stark contrast to what investigators experienced overnight. Feel free to further embellish the beauty of the landscape by describing wondrous wildlife sightings, like a red tail hawk, elk, or black bear, to help further cement the transition from the horrors the investigators experienced.

BACK ON THE RIVER

As your sore muscles warm and the terrors of the previous evening fade away, you fall into a steady rhythm on the water. It's an easy morning of paddling after a poor night's sleep. A lazy noonday passes as you slowly drift down the tranquil river. All too soon however you grab your oars as the river picks up speed...

There are several things to observe as the investigators move towards the final stretch of rapids. To the left is a sheer cliff face, and to the right is a densely forested and sharply sloped mountainside. If watching either side of the river, a **Hard Spot Hidden** check allows them to notice two crouched figures in camouflage moving cautiously towards rocky outcroppings downstream. An Extreme success identifies the hunting rifles held closely at their sides.

If the investigators look behind them, they see two groups of men emerging from the woods, dragging canoes behind them. A **Spot Hidden** check lets the characters recognize the some of the men are from the *Saloon*.

There is no safe place to exit the water before entering the rapids. The hunters begin their ambush as soon as the water gets rough with gunfire erupting from all sides.





AMBUSH!

Splinters explode from the bow of the boat. The edge of a paddle shatters mid-stroke. Despite the roaring rapids, you hear wild whoops of excitement between the cracks of gunfire from the cliffs above.

On the left bank, several figures dart erratically through the dense trees, stopping intermittently to take wild shots toward the river.

Glancing backward, you see two canoes closing fast. At the leading bow, a grizzled man in a hunting vest leans forward intently. He tightens his grip on a rusty gaffer hook. Behind him, a madman paddles furiously, while a third brandishes something resembling an unlit road flare.

A mountainous man clutching a double-bladed ax stands confidently at the front of the trailing canoe. A squat shirtless oaf in overalls leans over the side, his swollen belly bulging through his overalls as he rhythmically clanks two mismatched hatchets overhead. It's clear he's chanting something in time to the ringing metal. His bloodthirsty brethren join in.

If the investigators spotted the threats in advance, they are not surprised. Otherwise they suffer a Surprise attack (see Keeper Rulebook, p.106) and cannot take any actions during the first round, apart from what they were already doing prior to the ambush.

During the *Ambush* section, Ol' Daddy's followers will be referred to as *Loggers* for those in the canoes and *Hunters* for those on the shore and cliffs.

The following section uses a modified version of the Chase rules (see Keeper Rulebook, p.132). It includes special actions that the Keeper can use at their discretion.

There are ten rounds before the investigators reach the fallen tree, with some rounds going quicker than others. Each has its own set of conditions, opportunities, and events, though the Keeper is free to modify as needed to make them as cinematic as possible.

Many actions will have to be adjudicated by the Keeper on a case-by-case basis, but here are three general categories of actions that can be taken.

Simple Action – This type of action doesn't require a lot of thought, preparation, or skill. It could include retrieving an item from an easily accessible location, throwing a readied item with a Penalty die, or taking an item handed to them from someone else.

Regular Action – These include any physical actions that an investigator could take under normal circumstances, such as making an attack or maneuvering the canoe.

Difficult Action – Any action that would be challenging under normal conditions falls under this category. As a rule of thumb, these would include any check that requires a Hard or Extreme success.

River Chase. When the ambush begins, the investigators are 50 feet ahead of the *Loggers*. Anyone paddling makes a **Pilot (Boat)** or Hard **DEX** check to see how much distance they gain that round. The results are based on the degree of success or failure. Use results in parentheses for successful **DEX** checks.

Fumble – Something bad happens. The Keeper can decide based on the circumstances, or the player can roll on the *Canoe Mishap* table (p.17).

Failure – They don't gain any distance. They simply travel as fast as the current.

Success – They gain an additional 10 (0) feet.

Hard Success – They gain an additional 20 (10) feet.

Extreme Success – They gain an additional 30 (20) feet.

Critical Success – They gain 30 (20) feet and they are able to perform one Simple Action.

Note that these checks are cumulative, meaning that if there is more than one person paddling, then any successes add up. For example if two people are paddling, and one person gets a Hard success while another gets a Regular success, they gain a total of 30 feet.

Due to the nature of a canoe, it is difficult for more than two to paddle at the same time, but that decision is ultimately up to the Keeper.

Pushed Rolls. If anyone fails a pushed **Pilot (Boat)** check, they are going in the water. They must make a **Luck** check or suffer 1D6 hit points of damage from hitting a rock. They must then make a **Swim** check or get pulled under and begin drowning.

Drowning. A person can remain conscious without air for a number of minutes equal to 5% of their Constitution score. For example, a character with a Constitution of 60 can hold their breath for 3 minutes before falling unconscious.

Once unconscious, the drowning person loses 1D4 hit points per minute until they die or someone rescues them. If a drowning person is pulled from the water, they continue taking damage until resuscitated with a successful **First Aid** or **Medicine** check.

Sinking a Canoe. Every canoe has 10 hit points and can carry up to three passengers. Each additional passenger means there is a cumulative 20% chance per passenger per round that the canoe will overturn or sink. If a canoe suffers 10 hit points of damage or more, the canoe sinks next round.



The River Chase

Round 1 (Extreme Rapids)

At least one investigator must make a **Pilot (Boat)** or Hard **DEX** check. Anyone not paddling must pass a Hard **STR** to avoid rolling on the *Canoeing Mishap* table.

Opportunities: Anyone who was not surprised by the ambush and not rowing can take a Simple Action.

Events: The *Hunters* (1D2) open fire at the investigators. They need a Hard success to hit. The *Loggers* automatically pass any boating rolls.

Round 2 (Rapids)

At least one investigator must make a **Pilot (Boat)** or Hard **DEX** check. Anyone not paddling must pass a Hard **STR** to avoid rolling on the *Canoeing Mishap* table.

Opportunities: Any investigator not rowing can take a Regular Action, while those rowing can take Simple Actions if they succeeded on their **Pilot (Boat)** check.

Events: The *Hunters* (1D3) make Regular **Firearms (Rifle)** checks to hit, while the *Loggers* have two people paddling in each canoe.

If any *Loggers* catch up to the investigators, they attack with either a Gaffer Hook or a Logging Ax (Keeper's choice).

One of the *Loggers* throws lit dynamite at the investigators. It lands away from the boats and sends shrapnel flying. A random investigator must make a **Dodge** check or suffer 1D3 points of damage.

Round 3 (Calm Waters)

Anyone who has paddled thus far must make a **CON** check, and if successful, they manage to catch their breath. Failure means having a Penalty die for the next round of paddling.

Opportunities: Anyone not paddling, or those who managed to catch their breath, can take a Regular Action this turn.

Events: The *Hunters* (1D4) make Regular **Firearms (Rifle)** checks to hit. If the *Loggers* catch up to the investigators, 1D3 of them attack with their axes and gaffer hooks.

Round 4 (Hard Rapids)

At least one investigator must make a **Pilot (Boat)** or a Hard **DEX** check. Anyone not paddling must pass a Hard **STR** to avoid rolling on the *Canoeing Mishap* table.

Opportunities: Anyone not paddling can take a Regular Action with a Penalty die this turn.

Events: The *Hunters* (1D2) must make Hard **Firearms (Rifle)** checks to hit. If the *Loggers* catch up to the investigators, 1D3 of them attack.

A rock falls from the cliff above, inflicting 1D3 points of damage to one of the canoes.

Round 5 (Calm Waters)

Same as Round 3.

Opportunities: Same as Round 3.

Events: Same as Round 3, and one of the *Loggers* hurls lit dynamite at investigators again. With a successful **Throw** check, it lands next to the trailing canoe. Everyone in the boat must make a **Dodge** check or suffer 1D3 points of damage.

With a Hard success or better, it lands in one of the canoes. Investigators can escape by diving into the water or succeeding at a Hard **DEX** to grab and throw the dynamite before it explodes. Anyone who dives into the water suffers 1D3 points of damage.

Round 6 (Rapids)

Same as Round 2.

Opportunities: Same as Round 2.

Events: Same as Round 2.

Round 7 (Hard Rapids)

Same as Round 4.

Opportunities: Same as Round 4.

Events: The *Hunters* (1D3) must make Hard **Firearms (Rifle)** checks to hit. If the *Loggers* catch up to the investigators, 1D2 of them attack.

Round 8 (Rapids)

Same as Round 2.

Opportunities: Same as Round 2.

Events: Same as Round 2. There is also a rusted piece of equipment in the water that requires a **Spot Hidden** check to avoid, or the canoe takes 1D6 points of damage.

Round 9 (Hard Rapids)

Same as Round 4.

Opportunities: Same as Round 4.

Events: The *Hunters* (1D3) make Hard **Firearms (Rifle)** checks to hit. If the *Loggers* catch up, 1D3 of them attack. A hidden rock in the water requires a **Spot Hidden** check to avoid. Otherwise the canoe suffers 1D4 points of damage.

Round 10 (Calm Waters)

Same as Round 3.

Opportunities: Same as Round 3.

Events: The *Hunters* (1D4) make Regular **Firearms (Rifle)** checks to hit. If the *Loggers* catch up to the investigators, 1D4 of them attack.

Round 11 (Extreme Rapids)

Same as Round 1.

Opportunities: Anyone not paddling can take a Regular Action with a Penalty die.

Events: The *Hunters* (1D2) open fire at the investigators. They need a Hard success to hit. If the *Loggers* catch up to the investigators, 1D2 of them attack.

Round 12 (Hard Rapids)

Same as Round 4.

Opportunities: Same as Round 4. All of the investigators can make a **Spot Hidden** check to notice the fallen tree up ahead (see *Reaching the Fallen Tree*; p.28). Failure means the canoe takes 1D3 points of damage.

Events: The *Hunters* (1D2) make Hard **Firearms (Rifle)** checks to hit. If the *Loggers* catch up to the investigators, 1D2 of them attack.

[*Hunting Rifle*: attack 65% (32/13); damage 2D6+2; range 110 yards; mag 7; malfunction 99]

[*Dynamite*: attack 40% (20/8); damage 4D10/3 yards; range STR/5 yards; malfunction 99]

[*Gaffer Hook*: attack 60% (30/12); damage 1D6+1; max damage means it hooks into the victim, requiring a Hard **STR** check to pull it out.]

[*Logging Ax*: attack 55% (27/11); damage 1D8+1D4]



Reaching the Fallen Tree

Water roils over rocks and debris as you approach a massive fallen tree that blocks the river. A frothy torrent whips around the partially submerged tree. Below the far edge of the tree, the river tumbles down into a dangerous pile of jagged rocks. The tree's slick surface makes safely climbing it impossible. A narrow, overgrown portage path is visible on the right riverbank. To the left is a sheer cliff.

If the investigators reach the fallen tree ahead of the loggers, they have time to set up an ambush in the nearby woods, but any surviving hunters are allowed another **Hard Firearms (Rifle)** shot as investigators run for cover.

Any attempt to get over the tree requires an Extreme **Climb** or **Jump** check, but the investigators can clearly see that failure almost certainly means death from the fall and drowning (4D8 damage). The safest way to escape is clearly the portage path.

Despite the dense foliage, this trail allows the investigators to pick up and carry out any surviving canoes. The path leads into thick woods up a mountainside and, after a short hike, dead ends at the mouth of *The Caverns*. The only other way is via a steep mountain trail leading to *The Way Up*, which requires two successful **CON** checks per canoe. If anyone fails, the boat being carried is either dropped or it must be abandoned for the climb to continue.



Not So Fast!

Suddenly you hear the roar of a chainsaw as two men in red flannel shirts and jeans stomp from the bushes wielding long-bar chainsaws with alarming expertise.

The men look like twins with identical wild brown hair, mad-looking eyes, and unkempt beards. Their clothes are stained with years of tree sap and mud.

The Twins

STR 85 **CON** 60 **SIZ** 80 **DEX** 60 **INT** 60
APP 60 **POW** 55 **EDU** 60 **SAN** 00
HP: 13 **DB**: +1D6 **Build**: 2 **Move**: 6 **MP**: 11

COMBAT

Attacks per round: 1

Fighting: 55% (22/11), damage fists 1D3+db

Chainsaw: 65% (32/13), damage 2D8+db; malf. 95

Dodge: 32% (16/6)

Keepers should feel free to keep this encounter optional if the investigators have suffered enough. If they fight the twins, the investigators can have a Bonus die on their **Dodge** checks if they're holding anything that could reasonably be used to block a chainsaw for a second or two. This could include an oar, a branch, or a hunting bow, though any wooden object is destroyed after one round.

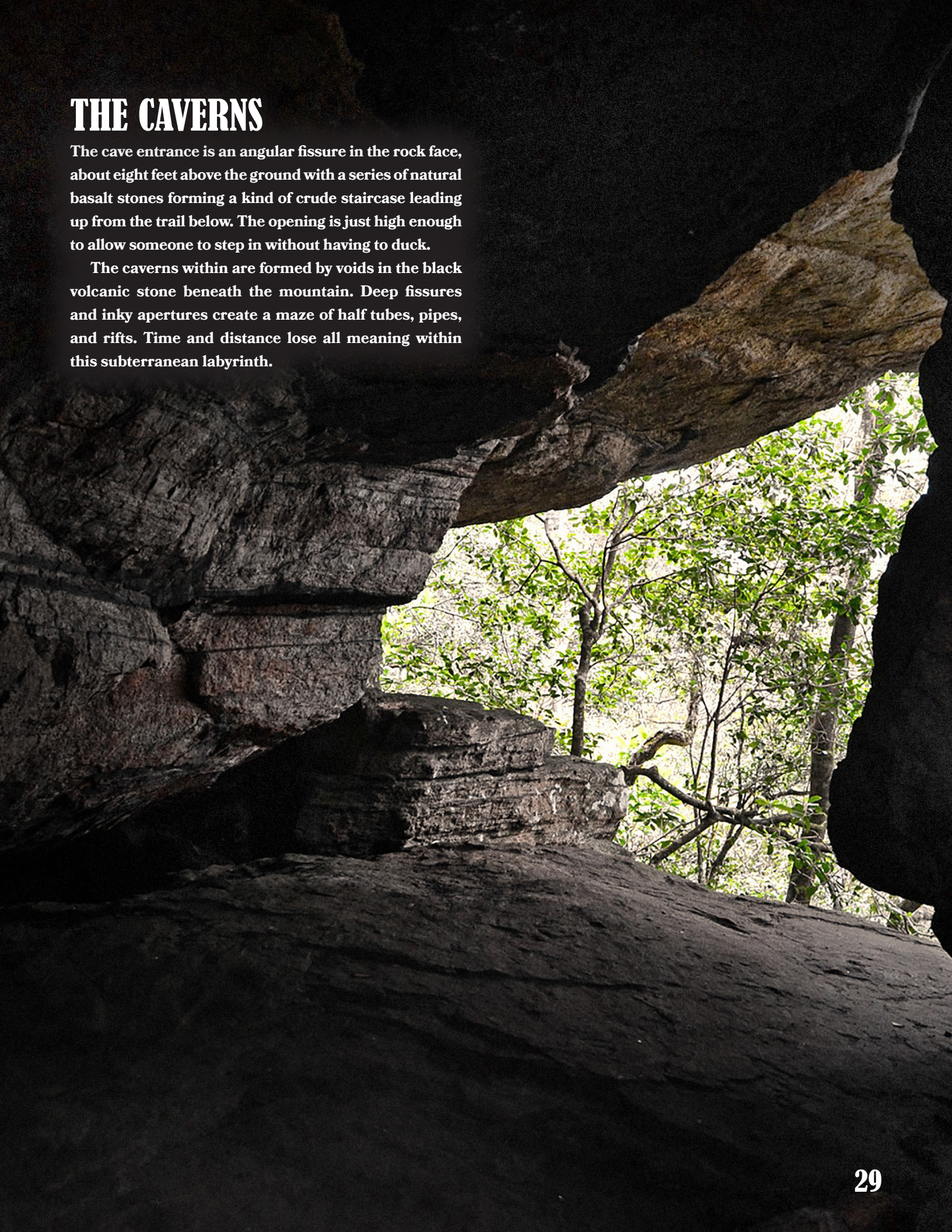
If the investigators abandon their canoes and flee up the trail, the twins chase after them, though they're somewhat hindered by the chainsaws they carry. The investigators should reach the cave well ahead of their pursuers.

The twins pause at the cave entrance to abandon their chainsaws and pull out their bowie knives (1D8+db).

THE CAVERNS

The cave entrance is an angular fissure in the rock face, about eight feet above the ground with a series of natural basalt stones forming a kind of crude staircase leading up from the trail below. The opening is just high enough to allow someone to step in without having to duck.

The caverns within are formed by voids in the black volcanic stone beneath the mountain. Deep fissures and inky apertures create a maze of half tubes, pipes, and rifts. Time and distance lose all meaning within this subterranean labyrinth.





The Labyrinth

Shortly after the investigators enter the tunnels, they begin hearing the sounds of footsteps and shouting. In addition to the chainsaw twins (*Loggers*), several more *Loggers* and hunters have joined the pursuit. Once the *Hunters* enter the caves, they sling their rifles and pull out hatchets (1D6+1+db).

There are a number of ways to handle the chase within the caves, but ultimately it's going to come down to chance. Every time the investigators enter a new section of the cave system, they must make a group **Luck** check. Failure means that 1D2 pursuers find them. The Keeper can decide whether they are *Loggers* or *Hunters*.

If the investigators make an effort to move quietly, they can have a Bonus die on their **Luck** check. Additionally, if they take any other measures to misdirect their pursuers, they can have a second Bonus die.

On the other hand, if the investigators make a loud noise of some kind, they get a Penalty die on their group **Luck** check.

Navigating the Cave System. The length of the journey to *The Chamber* and subsequent exit depends upon Keeper preference and pacing. The locations visited may be determined at random by rolling a 1D12. Alternatively, the Keeper can select the locations to devise a preferred route or improvise the exploration based on unfolding events.

In the event of a recurring random roll, the Keeper can vary the descriptions by altering the size and adding appropriate features, including sinister finds like a bloody hiking boot, skeletal remains, or something fresher...and gorier.

To further punish the investigators, the Keeper can populate the labyrinth with darker threats, such as mutated rodents, lurking Anklebiters, or bloated animated remains of previous victims (see *Zombie*; Keeper Rulebook, p.335)



1. Narrow Tunnel – The tunnel is low and narrow, averaging around 2 feet wide and 5 feet high. Countless spurs of sharp stone force investigators to squeeze past, and anyone taller than 5 feet must duck their head. When passing through, a **DEX** check is required to avoid getting stuck. Investigators with a **SIZ** 70 to 80 have a Penalty die on their check to avoid becoming stuck. Anyone **SIZ** 80+ or wearing a pack cannot pass.

Getting unstuck requires a **STR** check. A Fumble means they remain stuck, suffer 1D2 damage, and receive a Penalty die on their next attempt.

2. Wet Cave – This cave is just tall enough for a person of average height to stand up and twice that in diameter. The walls and floor are slick with algae from constantly trickling water. The water is drinkable, though it has an unpleasant slimy texture. There are 1D3 exits with one descending sharply. If the investigators take the descending passage, they must make a Hard **DEX** check to avoid slipping on the thick slime coating the tunnel floor. Failure means a sliding descent and a **Luck** check to avoid 1 point of damage.

3. Crawl Tunnel – Crowded by crumbling rock, this passage is only about three feet in diameter. Due to its tight, twisting turns, it is impossible to see more than 10 feet at a time. Crawling here is very difficult and slow-going. For those prone to claustrophobia, this space is quite alarming. It's impossible to crawl through the passage if the investigator's **SIZ** is 80+ or they're wearing a pack.

When an investigator reaches the midway point, there is a 5% chance the tunnel partially collapses, trapping the investigator, and blocking the route. Freeing themselves requires a Hard **STR** check, and they receive a Bonus die if aided by another. Each failure check requires an additional **Sanity** check (0/1).

4. Crystal Cave – This cave is spacious but very irregular. The many nooks and alcoves above make estimating its true height difficult. The entire space is clogged with calcium deposits, stalagmites, stalactites, and clusters of quartz crystals that amplify any light within the cave. There are 1D6 exits with most leading deeper into the mountain.

Pools of stagnant water rest between cave formations each containing dozens of pale, blind fish. The fish and water are safe to consume, though the fish are quite sour. While not poisonous, eating them requires a **CON** check to avoid vomiting them out.

5. Tall and Narrow Tunnel – This tunnel is about shoulder-width with a ten-to-fifteen-foot ceiling. Bends and curves in the rock limit the line of sight to ten feet. Unusually dry and crumbling, loose shale litters the floor. Without a backpack, traveling through here is easy. Dust and debris fall freely to the floor, creating the sense that the ceiling could collapse at any moment. Luckily, it doesn't.

6. Deep Chasm – Nearly 40 feet across with a vault-like ceiling overhead, a deep chasm descending into utter darkness occupies most of this cave's floor. Dropping a stone or a light source reveals a long descent hundreds of feet below. A splash echoes up from the bottom.

A passage on the far side is accessible by skirting a narrow ledge on either side of the chasm, but this is a dangerous prospect requiring a **STR** check to avoid slipping. If an investigator slips and isn't secured by some means, they must make a **DEX** check or plunge into the chasm. There could be other opportunities to grab hold of something at the Keeper's discretion.

The water is only a few feet deep, so falling into it inflicts 4D8 points of damage and results in a broken limb if they suffer more than 4 points of damage.

7. Vertical Chimney – This narrow tunnel climbs steeply up through the rock. It twists and turns, even leveling off for brief periods. It emerges in a near-vertical shaft with an opening to the sky about 100 feet above. This shaft can be climbed, but it's very tight. Investigators with a **SIZ** of 80+ or anyone wearing a backpack cannot fit.

Climbing to top requires three consecutive **Climb** or **Hard STR** checks to succeed. Any failures result in slipping a short distance and suffering 1 point of damage. If a character has three consecutive failures, they realize they can't make it. Reaching the top, they find themselves at *The Way Up* (p. 35).

8. Wide Tunnel – Not so much a cave as a widening of the tunnel creating a long, winding gallery of jagged rocks and boulders. The width varies between twenty and thirty feet, with the ceiling nearly sixty feet overhead. Despite ample space, movement is difficult thanks to the uneven floor and hulking stones. The only exit is roughly a hundred and fifty feet ahead, but it's hard to see through the debris field. Crossing this chamber requires a **DEX** check to avoid falling prone. Normally such a fall would only be annoying, but with this broken and jagged floor, it means a vicious bruise amounting to 1 point of damage.

9. Dead End – This tunnel comes to an abrupt end. The investigators had better hope there's no one behind them.

10. Fork in the Tunnel – There's a fork in the passage that goes left and right. Both tunnels are of sufficient size to allow the average person to pass without difficulty.

11. Deep Pool – The entrance to this cave rests 1D4x10 feet above a dark pool. Scattered around the chamber just above the pool's water line are 3D4 exits. The water's depth is impossible to discern from above. It is impossibly deep in the middle, but much shallower at the edges. Should an investigator be foolish enough to leap into the water, they should make a **Luck** check. If they fail, they hit a shallow rock, suffering 2D4 points of damage and find themselves pulled to *The Way Down* (p.35).

12. The Chamber – See *The Chamber* on p.33.

Naturally not all potential cave configurations can be listed here, and so it is important that the Keeper embellish each of these options, changing them up as the characters move along. The important thing is to impart to the players a sense of confusion and claustrophobia while within these cave systems.

When describing the twisting tunnels, stress the fact that, even as they turn a corner, they are not turning a perfect right angle. The passage might even turn back upon itself. Occasionally mention that a tunnel or cave "looks very familiar," even if they haven't been there before should heighten the sense of being lost.

For example, suppose the investigators have entered a cave with six exits. If there's no indication of which one they entered, they would be hard pressed to pick the right one to go back unless they have marked it. But even finding their own marks are a challenge, requiring a **Hard Spot Hidden** check.

Their confusion is compounded by the fact that any light they have only reaches so far with overlapping and confusing shadows.

Imparting the sense of claustrophobia is also critical. Describe how their shoulders rub against the passage walls and how they have to hunch because of the low ceiling. They can almost feel the weight of the entire mountain above them pressing down.





THE CHAMBER

This open chamber is silent, vast, and ancient. It feels deeper than it should be, and is nearly devoid of light except for a ruddy glow near its center. The source is hidden from view, but its muted red aura ripples from between four massive standing stones.

The investigators should make **Listen** checks:

***Regular Success:** They hear a pulse that is not their own.*

***Hard Success:** A whisper echoes from within the pulse of light.*

***Extreme Success:** From the pulse of light emanates the voices of their companions, beckoning them.*

A moment later, all investigators hear a young man's voice echoing in the chamber. It's Perry. He is calling from the direction of the pool, saying: *"You're here! You came!"*

Keeper's Notes

If present, Harlyn and Margo do not recognize the voice as Perry's, but it nevertheless seems familiar to them.

The Pool. Approaching the source of the dull red light leads the investigators to a pool of black liquid. In it resides a part of Ol' Daddy; a node of his malign power.

A faint metallic odor pervades the air immediately surrounding the pool, and standing near it induces a feeling of deep, aching cold.

The red glow emanates from a broken and jagged crimson circle turning relentlessly in the abyssal darkness of the pool. It pulses in time with Perry's repeated calls.

Once one or more investigators pass near the stones, the glowing circle flares blindingly bright, unleashing a torrent of luminous red foam. The erupting bubbles fill the chamber with an overpowering metallic stench and lurid red mist.

Everyone present must make a **Sanity** check to see if they resist Ol' Daddy's Influence (p.8). If they manage to resist, they still suffer 1D6 Sanity loss, as well as any triggered *Bouts of Madness* or *Indefinite Insanity*.

Keeper's Notes

The intended effect is to unleash a shocking outbreak of violence and insanity among the investigators. This may rapidly devolve into a bloodbath, potentially bringing the Tornows to this scene. While those influenced by Ol' Daddy must inflict violence, they should be encouraged to refer to their *Dark Secret* cards for inspiration.

Should the investigators linger indecisively in the chamber or attempt to skirt the pool, Ol' Daddy sends forth one or more of his Limbs (p. 39) from the pool to collect his new apostles and draw them into the ancient god's embrace. Somewhere in these black masses, the placid face of Perry shifts and flows.

If investigators damage the pool with explosives, flames, or gunfire, the broken red spiral ignites beneath the surface and black liquid erupts from the pool. Apparition of Ol' Daddy's true form rises from the pit in the center of the chamber. It is ancient, terrible, and ubiquitous. [*Sanity Loss 1D4/1D20*]



ESCAPE

There are two ways the investigators can flee this chamber: *The Way Down* and *The Way Out*. Each has its own challenges and risks, but all ultimately both lead back to the river. The Keeper can have the investigators make **Spot Hidden** checks to discover an escape route, roll randomly to see which one they stumble across first, or pick whichever one would be more cinematic.

The Way Down

You find an opening in the floor about five feet across. About ten feet down is a tunnel with water flowing through it. There are several leaves caught in the rocks, suggesting that it leads to the outside.

This tunnel leads to Ol' Daddy's underwater channels. Along the flowing river's edge, two stills filter and funnel water through rusty tanks drop by drop into moonshine jugs. Flaring red motes occasionally flash in the black water.

There are no additional passages, and the only way out is through running water. A successful **Swim** check allows the investigators to make their way through the flooded tunnel. They are tossed about in utter darkness, their lungs burning in their chests until they finally burst forth gasping into the surging Lost River.

If the **Swim** check fails, the investigators suffer drowning damage (Keeper Rulebook, p.124) until they succeed or die. During this time, they must make a **Sanity** check to resist Ol' Daddy's Influence (p.8).

The Way Out

You find a narrow ascending tunnel that stretches on for what seems like miles. It's not a difficult climb, and as you near the exit, you hear footsteps, voices, songs.

After an eternity, you finally stumble out of the cave and glimpse the river edge through the trees.

This tunnel leads to *The Way Up*. Unless the investigators make themselves known, they can pass unnoticed.

Handout #1 refers to safety on the left-hand path. Attentive investigators can stick closely to this route in an attempt to avoid danger.

The Way Up

Flickering firelight marks the end of your long climb. You stand breathless on a wide carved rock ledge on a mountain slope. A steep path leads down the cliff wall to a hulking boulder that overlooks the river's edge. Less than 20 feet away, on the far side of the boulder, are a dozen murmuring figures hunched around a fire pit. The ground is littered with earthenware jugs.

Two tall figures face away from the fire. They stare towards the Lost River below that throbs with a diffuse red glow. You have not yet been noticed.

If investigators approach the gathering, they recognize the surviving assailants among the unkempt brethren, with Daisy and Fred just beyond the fire's edge.

Ol' Daddy's worshipers trace broken red circles on the ground using burlap sacks of faintly phosphorescent dust as they sing corrupted versions of old gospel songs.

Any other actions by investigators while on the exposed ledge requires a successful **Stealth** check to avoid detection. The Keeper could also have them make a **Luck** check to see if they make any accidental noises.

If the investigators are noticed, they are not immediately attacked. Daisy and Fred step forward and welcome the investigators as if they were expected. They begin extolling the virtues of joining Ol' Daddy's family and the great awakening that is to come. Another offers a drink from their jug.

Any acts of aggression by the investigators immediately provokes Ol' Daddy's more volatile children.

Down to the River

Surviving investigators seeking safety must likely flee into Lost River, letting the rushing stream carry them towards their terminus point. A hasty river escape is the preferred cinematic conclusion, with the following two locations being optional.

One is an isolated lookout post perched atop a wooded slope, and the other is a squat cabin with a radio antenna mounted on the roof. At these locations investigators may seek help, inadvertently draw further attention from the family, and/or encounter Sheriff Ballard. Most importantly, they offer additional opportunities for investigators to fall under Ol' Daddy's Influence if they avoided it in *The Caverns*.



Lookout Post

The lookout tower is about thirty feet off the ground, and can only be accessed by climbing several flights of decaying wood steps. The interior is cluttered with beer cans and spent rifle shells.

This derelict watchtower now serves as a blind for local hunters, and reeks of mildew and gun oil. Sifting through the detritus, investigators uncover a sealed plastic container with three flares and two unused camp fuel canisters.

This elevated position provides an excellent view of the river, the mountains, and the surrounding woods. A dirt road is visible about a mile or so to the west.

Any **Firearm (Rifle)** checks made from the tower against a target on the ground gets a Bonus die on their roll.



Cabin

This single room cabin furnished with two cots, a wood-burning stove, an empty gun cabinet, and a desk. Atop the desk is an old two-way radio in working order. A faded Washington State flag hangs on the long wall opposite the door.

Behind the flag is a broken red circle that looks freshly painted. A **Spot Hidden** check allows the viewer to notice bits of flesh smeared in with the paint. [\[Sanity Loss 0/1D3\]](#)

If the investigators are attacked at the cabin, there are several loose floorboards that can be pried up to provide an escape route...or a convenient entry point for Ol' Daddy's Limbs.

River's End

Exhausted and spent, the investigators arrive at the river's terminus to find their vehicles, and Sheriff Ballard, waiting for them. What happens next depends on the investigators' actions and their current mental states. Ballard's aim is to mitigate any risk to Ol' Daddy and the family without revealing his involvement. He prods the investigators for information, and only becomes violent as a last resort.



CONCLUSION

Should any investigators survive, the scenario ends at the Lost River terminus. The encounter with Sheriff Ballard provides an opportunity for an unsettling epilogue. Depending on how the investigators respond to the sheriff, he may wish to take them in for “questioning.”

If the survivors go willingly, they may find themselves heading back into the woods or they could see a pair of swirling red eyes staring at them from the rearview mirror.

Investigators should be left with the sense that, no matter what, they can never truly slip Ol' Daddy's grasp, and that the time will come when He calls them back home.

If any of the investigators' *Dark Secrets* were not revealed during play, consider prompting players to reveal them as part of their respective epilogues.

Small vignette flashbacks to Lake Crescent and Perry's disappearance can help create a memorable and disturbing conclusion as the story comes...full circle.

REWARDS

If the investigators have escaped with their lives, there are no other rewards. No matter what transpired, they are now Ol' Daddy's children, and it is only a matter of time until they hear him calling.

TO BE CONTINUED

The Keeper could easily extend this scenario into several more sessions, or even a mini-campaign. For example, the Conclusion mentions Sheriff Ballard taking the investigators back to the woods, and so that could be played out.

The investigators could discover that Ol' Daddy's cult reaches much farther than they realize when they begin finding dead animals nailed to their doors back home.

If the investigators get away clean, they could be motivated to seek a way to purge Ol' Daddy's Influence, which could lead them into another scenario.

Finally, the investigators could begin fighting against the Mythos, even as they struggle to resist the pull of Ol' Daddy. They could even seek out the help of another cult — followers of Sub-Niggurath perhaps — since they could have the expertise to remove the curse. Though the cure could end up being far worse than the disease.

APPENDIX A

Characters & Monsters

Daisy Tornow

Appears 40 (Age Unknown), Clerk and Child of Ol' Daddy

STR 50 **CON** 50 **SIZ** 55 **DEX** 80 **INT** 55
APP 35 **POW** 40 **EDU** 20 **SAN** 00
HP: 10 **DB**: 0 **Build**: 0 **Move**: 9 **MP**: 8

COMBAT

Attacks per round: 1

Fighting: 55% (22/11), damage 1D3+db (fist) or 1D6 (knife)+db

Dodge: 40% (20/8)

Horrifying Death: If Daisy Tornow is killed, a particularly vicious Anklebiter (p.39) rips free from her swollen belly [**Sanity Loss 1/1D8**] and attacks investigators.

Skills: Jump 45%, Listen 60%, Natural World 50%, Persuade 80%, Spot Hidden 40%, Survival (Forest) 60%, Track 65%

Fred Tornow

Appears 60 (Actually 99), Saloon Proprietor and Ol' Daddy's Priest

STR 70 **CON** 60 **SIZ** 85 **DEX** 45 **INT** 70
APP 35 **POW** 70 **EDU** 50 **SAN** 00
HP: 14 **DB**: +1D4 **Build**: 1 **Move**: 5 **MP**: 14

COMBAT

Attacks per round: 1

Fighting: 70% (35/14), damage 1D3+db (fists) or 1D8+db (large club)

Dodge: 22% (11/4)

Skills: Jump 45%, Listen 60%, Natural World 50%, Spot Hidden 40%, Survival (Forest) 60%, Track 65%

Spells: Brew River Moonshine

Sheriff Declan Ballard

47, County Law Man

STR 65 **CON** 70 **SIZ** 75 **DEX** 40 **INT** 70
APP 40 **POW** 65 **EDU** 60 **SAN** 00
HP: 14 **DB**: +1D4 **Build**: 1 **Move**: 6 **MP**: 13

COMBAT

Attacks per round: 1

Fighting: 65% (35/14), damage 1D3+db (fists) or 1D6+db (club)

Colt .357 Magnum Revolver: 55% (27/11); damage 1D8+1D4

Dodge: 22% (11/4)

Skills: Art/Craft (Acting), Charm 45%, Drive Auto 50%, Intimidate 75%, Law 65%, Psychology 60%, Spot Hidden 50%, Track 25%

Hunters and Loggers

Ol' Daddy's Neophytes

STR 65 **CON** 60 **SIZ** 70 **DEX** 60 **INT** 60
APP 60 **POW** 55 **EDU** 60 **SAN** 00
HP: 13 **DB**: +1D4 **Build**: 1 **Move**: 7 **MP**: 11

COMBAT

Attacks per round: 1

Fighting: 55% (22/11), damage fists 1D3+db or axe (loggers) 1D8+db

.30-30 Winchester Rifle: 65% (32/13), damage 2D6+2 (hunters)

Dodge: 32% (16/6)

Skills: Listen 50%, Natural World 40%, Spot Hidden 50%, Stealth 35%

Keeper's Note: The Keeper should decide how many *Hunters* or *Loggers* there are in any particular scene based on how lethal they want the scenario to be. If the goal is to make things more cinematic, then the Keeper can allow some of the *Hunters* and *Loggers* to be killed with a single hit.

Finally, it's important to remember that this scenario should feel like a 70s horror movie. That means gas cans and cars explode when shot, dynamite always goes somewhere interesting if the throw is botched, and if it's cool, it rules!



The Anklebiter

Ol' Daddy's Spawn

Conceived in Ol' Daddy's deepest, most remote pools, only Daisy knows the true origin of these precious children. They gestate quickly and arrive unexpectedly. Mutated, vicious, and hideous, most of them quickly disappear into the wilderness to die, but a rare few linger in the family's settlement and raise Daisy's hopes for a precious, perfect child.

These horrific, baby-like abominations skitter across the ground with alarming speed by using their talon-like finger and toenails. Their discolored skin is mottled with dark bruising and tumorous yellowish cysts. The Anklebiter drags behind the seeping remnants of an umbilical cord that looks as if it was chewed off at the end.

Their multiple luminous red eyes swirl in the darkness, and their sharp, piranha-like teeth glisten with saliva.

STR 25	CON 40	SIZ 5	DEX 50	INT 10
APP —	POW 40	EDU —	SAN 00	
HP : 4	DB : -2	Build : -2	Move : 10	MP : 8

COMBAT

Attacks per round: 1

Bite: 40% (20/8), damage 1D6-2 (minimum 1)

Armor: none

Dodge: 25% (12/5)

Skills: Art/Craft (Music) 80%, Forage 45%, Stealth: 65%

Sanity Loss: 1/1D4



Ol' Daddy's Limbs

Projections of a Primordial God

Whether direct extensions of Ol' Daddy's vast subterranean form or the remains of ancient servants, Ol' Daddy's Limbs resemble greasy black wraiths wearing ghastly, misshapen skull masks. These projections seep through fractures in reality and cracks in the psyche, mindlessly serving Ol' Daddy by retrieving whatever (or whomever) he has claimed.

STR 85	CON 110	SIZ 100	DEX 70	INT 05
APP —	POW 30	EDU —	SAN 00	
HP : 20	DB : +1D6	Build : 2	Move : 9	MP : 6

COMBAT

Attacks per round: 1 (Envelop)

Armor: none; fire and magical weapons deal normal damage; all other weapons deal minimum damage.

Envelop (mnvr): A successful attack (or any direct contact) results in the victim disappearing into the shadowy darkness of the limb's form, though the victim suffers no damage as they are inexorably dragged into the earth.

If this occurs while awake, the victim becomes aware they are submerged in thick black liquid the following round. A successful **Swim** check allows the victim to either emerge from the pool in *The Chamber* (p.33) or swim deeper into the red light. Regardless of direction, they must make a **Sanity** check to resist Ol' Daddy's Influence (p.8). This effect is ignored and does not occur during *The Shadows Gather* (see p.23).

Impossible Speed: Once submerged beneath the earth, they can travel to any location within Ol' Daddy's domain in an instant.

Skills: Spot Prey 60%, Stealth 75%

Sanity Loss: 1/1D8

APPENDIX B

Tomes, Artifacts & Spells



Tome: Perry's Lost Guide

This is a re-bound copy of an old book published in 1909 by an unnamed author. The interior title page is defaced with a dense arrangement of broken circles.

Inside is a peculiar mix of seemingly ecumenical religious imagery and dated geography. It mentions familiar Olympic Peninsula landmarks, such as the Elwha River, Lake Crescent, Goblin's Gate, and Mt. Mystery (Handout #1), as well as a cave system near the Yakama Reservation. It touches on remote locales such as Mesopotamia, Moab, Shimoga, and Transkei, as well as far-flung rivers.

The book is filled with copious footnotes, penciled comments, crude maps, and wilderness routes, as well as additional entries attached to the new binding. One typed excerpt near the rear discusses the persecution of Saint John Tornow (Handout #2).



Artifact: River Moonshine

Drinking the potent brew creates an intense sense of ease and comfort but is also accompanied by an unpleasant sensation of irresistible surrender that washes over the imbiber. A respectable pull of the River Moonshine triggers a **Sanity** check (0/1, or 1/1D3 if under the influence of Ol' Daddy). In the event of a failed **Sanity** check, the investigator must make a **CON** check to determine if they are intoxicated.

Once intoxicated, the investigator becomes immune to Ol' Daddy's Influence (p.8) for eight hours, but they also have a Penalty die to all physical actions during that time.

Spell: Brew River Moonshine

Cost: 10 magic points per jug; plus 1 Sanity point if using a still or 1D4 Sanity points if using natural source.

Instructions: Brewing the moonshine requires access to a source of Old Daddy's power. These include the chamber pool (p.33), the underground river (p.35), or a bubbling vent (p.17). While the use of a properly prepared still guarantees the highest potency, this spell allows the creation of River Moonshine from any of these natural sources. Drinking the weakened brew allows a Bonus die on the **CON** check to resist intoxication.

APPENDIX C

Handouts

*In 1935, They bridged it twice.
Decaying bones picked clean. No span remained.
His little goblins hid in the craggy rock.*

*Yea they shall come unto Him knowing or not. He bids the blessed children
into His pool of eternal life. In it, they shall bathe and know all.*



*Charles Barnes, Seattle Press Expedition 1890
"As so we arrived at the throat of a monster,
silently sucking away the water. The rocks themselves
seem tortured expressions 'Gollion's Gulp'."*

*He is eternal and wise. Knowing their weakness, one borne of frantic and loathsome
lives. He must draw them in. From below. He casts forth the lines. A fisher of men.
He sets his hooks into the meat of their souls. Their minds open and await revelation.*

*The narrow passage is thrice deadly.
The vessel must oft be carried aloft.
Safe passage always on the left hand path.*



*He drops the scales, unveils the purity within, and releases a cleansing wrath. But woe, it
must be tempered, in the ways given to us by our Saint. The bewildered kin must be
shepherded to refuge. With time, the storm abates, and they too shall know.
They shall understand His Great Truth and know comfort.*



*The world beyond awaits.
The damned the Elwha.
It will be free once more.*

*His shadows range as far as Devil's Punchbowl by
Lake Crescent, though seldom.
They prefer to haunt the rivers and gorges.
They shall know you.*

THE PERSECUTION OF ST. JOHN TORNOW

Delivered into this world on September 4, 1880, John Tornow took to the Washington forests as a tyke. He knew the woods and its animals as his family. Betrayed by his brother, who slew his cherished hound, John sought vengeance against his brother's own. And then he retreated from the world. He heard the call

He grew into a mighty man, tall and powerful. The animals came to him without fear. He dressed in their skins, shod with bark. He defended his sacred domain from outsiders. Loggers. He knew the mysteries of this blessed land.

As his fourth decade neared, his hateful brothers captured him and committed him to the House of Beth'lem deep in Oregon's wilderness. Away from the Source. But he could not be held, and he faithfully returned unto His sacred domain.

At the foot of the mountains, he found safe haven. And beside the River, he found a babe. Alone. A perfect child with eyes of green. And thus he was called below. Beneath he found the sacred waters. He tapped the flow. He refined it. He gave a gift unto us. And yet still Saint John seethed with Old Daddy's fury.

He came forth into the world again, drawing ire and kindling greed. In secret, Saint John sent the perfect child to his brother Fred. And then Saint John died in the woods beneath a hemlock tree. His restless soul spilled out and Ol' Daddy held him. Forever.

*As I went down in the river to pray
Studying about that good old way
And who shall wear the broken crown*

Good Lord show me the way

Ol' Father let's go down

Let's go down, come on down

Come on Father let's go down

Down in the river to stay



*Mesopotamia
Tigris
Rouge
Karkheh
Arxsh*

...ness it be some sleeping coon or unnoticed beggar. What are they all here for, and what are they doing? Let's go slow and see.

...ing ther too
is—thrown away in China. Everything is utilized to its fullest extent.

DICK WOOD.

LOGGING CAMP CARNAGE

Olympia-based Mud Bay Logging Company announced the emergency closure of their exploratory Lost River camp amidst heinous rumors and rampant speculation. Lauded as their latest wilderness toe-hold in the Olympic, the repeated reports of disappearing workers, savage violence, destroyed equipment, and reckless accidents gained credence when two brutally mauled bodies of missing company men were pulled from the Elwha River near Goblin's Gate. Company inspectors reportedly discovered

three additional corpses in various states of decay at the camp. Aside from their terse announcement, Mud Bay Logging Company remains tight-lipped about operations and the identities of the deceased. In the aftermath of this disaster, locals recall rumors of "dark spirits" dragging hardy crewmen directly into the ground at the chaotic Elwha Dam construction site in 1910, though this particular phenomenon was more likely attributable to John Barleycorn.

Nat
Bradfi
buried
tomorro

Handout #3



SITE REPORT

Inspector(s): S. Delaney, F. Mycue

Crew: J. Bayless, E. Taylor

Day 1, 5 PM -- Drove down from local settlement, access by
bridgeroad. Ase Carby to pull real estate records, probably
illegal squatters. Need debris haulout.

Day 2, 10 AM -- Food growth. Lut unstable slopes/high cliffs with many
rock slides. B. swore he saw bonfire last night mountainside. Bad sleep
all around. M. found interesting rock sample. Red crystals in black stone.
Volcanic? No note of mine site in Mud Bay records.

Day 2, 3 PM -- Surveying complete. Site approved. easy staging on
both sides of lake. Mycue and Bayless working camp perimeter scouring
for mine site.

Day 2, 8 PM -- Still not back. No other rocks. Maybe a downriver
find? Contact Wm at Consolidated Mineral next week. T. checked
perimeter - no mine. No Crew #2.

Day 3, 6 AM -- Mycue back in middle of night. Scraped.
Bloodied, and blind drunk. Bayless missing. Taylor loading
gear and planning to drive back to radio range.

Report to follow

Handout #4



DARK SECRETS CARDS



FRONT

DARK SECRETS CARDS

The Word Bearer

Curt Kendrick

Dark Secret

Before Perry disappeared, he showed you a book he found. Bound in worn black leather with a broken spiral stamped on the front, he claimed it contained the answers you both were looking for. You never saw it again.

Act

If you find this book, you will stop at nothing to recover it, protect it, share its hidden wisdom, and ensure it reaches the other end of the river with you. It contains the path to greater adventures...and a better life.

Rewards

- Automatic Success.
- Change any roll into a Fumble (includes NPCs and other investigators).
- Control the actions of any single violent adversary for 1D3 rounds.

The Angel

Donny Shows

Dark Secret

You recurrently dream of Perry. He's floating on his back in a dark pool. He smiles placidly as you serenade him from somewhere high above.

Act

Spread joy, peace, and love through your art. No matter the risk or situation. They will see the Truth through your beauty (sing a song, recite a poem, craft something).

Rewards

- Automatic Success.
- Heal 1D6 hit points each for 1D3 individuals.
- Restore any investigator reduced to zero hit points to full hit points, including yourself.

The Avenger

Ted Brantly

Dark Secret

Perry attacked you violently at Lake Crescent all those years ago. In defending yourself, you felt a disturbing twinge of satisfaction. You were almost certain you killed him.

Act

Inflict terrible violence on someone that you believe deserves it.

Rewards

- Automatic Extreme Success with a Blunt Weapon.
- Automatic Impale.
- If you lose consciousness or are reduced to zero or fewer hit points, you continue going for another 1D3 rounds regardless of the severity of your injuries.

The Pariah

Larry Frippe

Dark Secret

You discovered Perry moaning in the bushes, bloodied, and beaten. And then some black hole opened up beneath him, pulling him in. Instead of reaching for his hand, you ran.

Act

You do anything to avoid harm, even if it means risking your friends' lives (push someone in front of danger, snatch their weapon, beg an assailant to take a friend).

Rewards

- Automatic Success at Dodge.
- Choose another player or NPC within sight to suffer all damage instead of you.
- Choose another player to suffer the effects of any Sanity roll you fail (may activate after the roll).

The Blessed

Margo Pendergrass

Dark Secret

People always compliment your dreamy pale green eyes, but they've never seen the terrifying, horrible things that sometimes flash on your pupils when you gaze in the mirror. This haunts you, and you feel an answer lies on this river.

Act

Share a prophetic vision that you've witnessed in the nightmares playing out on your eyes (something bad just happened or is about to happen, recall how you've seen this before, describe the forecasted outcome before modifying it with your reward).

Rewards

- Allow any Failed roll, including pushed rolls, to be re-rolled with a Bonus die.
- If you suffer a Major Wound or your hit points would be reduced to zero or less, you suffer no damage instead.
- Choose any other player or NPC to suffer all damage from a single cause instead of you.

The Psychopomp

Harlyn Evans

Dark Secret

While exploring the Lost River, the locals tempted you with a trove of gold, jewels, old cash, and some mighty fine moonshine. You agreed — no questions asked — to bring an inexperienced group to the Lost River and lead them into danger.

Act

Assert your expert authority by force or strong, intimidating language.

Rewards

- Reduce all Sanity Loss from a single source to 1.
- You are immune to all damage for a single round.
- Double the damage you inflict from a single melee attack.

BACK

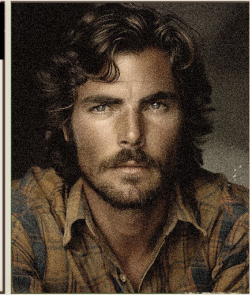
Deliver Us From Evil

Pre-Generated Character

Name Ted Brantly
 Player _____
 Occupation Contractor
 Age 36 Sex Male
 Residence Portland, Oregon
 Birthplace Seattle, Washington

Characteristics

STR **75** ³⁷/₁₅ DEX **65** ³²/₁₃ INT **55** ²⁷/₁₁
 CON **70** ³⁵/₁₄ APP **70** ³⁵/₁₄ POW **55** ²⁷/₁₁
 SIZ **60** ³⁰/₁₂ EDU **55** ²⁷/₁₁ Move Rate **9** ⁺¹/₋₁



Major Wound

13 MP

Temp. Insane

Indef. Insane

55

Max

Insane 01 02 03 04 05 06 07

Hit Points

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Sanity

CALL of CTHULHU

11 MP

Luck

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

Magic Points

Skills

<input type="checkbox"/> Accounting (05%)	5 ² / ₁	<input type="checkbox"/> Elec Repair (10%)	10 ⁵ / ₂	<input type="checkbox"/> Language (Own) (EDU)	55 ²⁷ / ₁₁	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)	1 ⁰ / ₀	<input type="checkbox"/> Electronics (01%)	1 ⁰ / ₀	<input type="checkbox"/> English	5 ² / ₁	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	5 ² / ₁	<input type="checkbox"/> Fast Talk (05%)	5 ² / ₁	<input type="checkbox"/> Law (05%)	35 ¹⁷ / ₇	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	1 ⁰ / ₀	<input type="checkbox"/> Fighting (Brawl) (25%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Library Use (20%)	40 ²⁰ / ₈	<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%) Carpentry	55 ²⁷ / ₁₁	<input type="checkbox"/>		<input type="checkbox"/> Listen (25%)	1 ⁰ / ₀	<input type="checkbox"/> Spot Hidden (25%)	55 ²⁷ / ₁₁
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	10 ⁵ / ₂	<input type="checkbox"/> Stealth (20%)	40 ²⁰ / ₈
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Handgun) (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Mech. Repair (10%)	1 ⁰ / ₀	<input type="checkbox"/> Survival (10%) Mountain/Forest	45 ²² / ₉
<input type="checkbox"/> Charm (15%)	35 ¹⁷ / ₇	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Medicine (01%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Swim (20%)	45 ²² / ₉
<input type="checkbox"/> Climb (20%)	30 ¹⁵ / ₆	<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	45 ²² / ₉	<input type="checkbox"/> Throw (20%)	35 ¹⁷ / ₇
<input type="checkbox"/> Computer Use (05%)	5 ² / ₁	<input type="checkbox"/> First Aid (30%)	40 ²⁰ / ₈	<input type="checkbox"/> Navigate (10%)	5 ² / ₁	<input type="checkbox"/> Track (10%)	45 ²² / ₉
Credit Rating (00%)	60 ³⁰ / ₁₂	<input type="checkbox"/> History (05%)	5 ² / ₁	<input type="checkbox"/> Occult (05%)	1 ⁰ / ₀	<input type="checkbox"/>	
Cthulhu Mythos (00%)		<input type="checkbox"/> Intimidate (15%)	15 ⁷ / ₃	<input type="checkbox"/> Op. Hv. Machine (01%)	10 ⁵ / ₂	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	5 ² / ₁	<input type="checkbox"/> Jump (20%)	25 ¹² / ₅	<input type="checkbox"/> Persuade (10%)	45 ²² / ₉	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	40 ²⁰ / ₈	<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%) Canoe		<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	40 ²⁰ / ₈	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)		<input type="checkbox"/>	
		<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-
Hunting Bow	45	22	9	1d6 + half db	30	1	12	97

Combat

Damage Bonus **+1d4**

Build **+1**

Dodge **40** ²⁰/₈

Deliver Us From Evil

Character Details

Ten years ago Ted and his buddies were hosting a coed party at a Lake Crescent cabin. During this party, their life-long friend Perry vanished without a trace.

Since then, they have all slowly drifted apart into separate, busy lives. Ted has discovered himself in the outdoors, and recently purchased a cabin on Lake Crescent. It's time for Ted and his life-long friends to reunite and get over the past. After months of persistent encouragement, they've finally agreed...on the condition that Ted hires an experienced guide, though he doesn't think they need one.

In Ted's daily life, he's a successful building contractor with a number of significant commercial opportunities on the horizon.

Note: Ted's niece Margo is adopted, and he thinks it's getting to be about time she learns the truth.

Gear AND Possessions

Hunting Bow	Wet Suit
Quiver with 10 Arrows	
Can of Skol	

Cash AND Assets

Spending Level	\$40
Cash	\$100
Assets	\$1,000

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack
 Reach 0 HP without Major Wound = **Unconscious**
 Reach 0 HP with Major Wound = **Dying**
 Dying: First Aid = temp. stabilised; then require Medicine
Natural Heal rate (non Major Wound): recover 1HP per day
Natural Heal rate (Major Wound): weekly healing roll

Friends

Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____
Char. _____ Player _____	Me	Char. _____ Player _____
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____

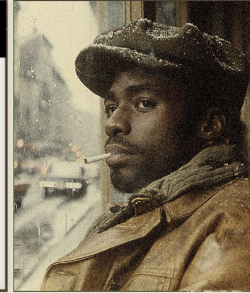
Deliver Us From Evil

Pre-Generated Character

Name Donny Shows
 Player _____
 Occupation Talent Agent
 Age 33 Sex Male
 Residence Los Angeles, California
 Birthplace Seattle, Washington

Characteristics

STR **50** ²⁵/₁₀ DEX **75** ³⁷/₁₅ INT **70** ³⁵/₁₄
 CON **60** ³⁰/₁₂ APP **55** ²⁷/₁₁ POW **50** ²⁵/₁₀
 SIZ **60** ³⁰/₁₂ EDU **70** ³⁵/₁₄ Move Rate **8** ⁺¹/₋₁



Major Wound _____

12 MP

Temp. Insane _____

Indef. Insane _____

50 Max

Insane 01 02 03 04 05 06 07

Hit Points

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	16
	17	18	19
	20		

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Sanity

CALL of CTHULHU

10 MP

Luck

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

Magic Points

Skills

<input type="checkbox"/> Accounting [05%]	5 ² / ₁	<input type="checkbox"/> Elec Repair [10%]	10 ⁵ / ₂	<input type="checkbox"/> Language (Own) (EDU)	70 ³⁵ / ₁₄	<input type="checkbox"/> Science [01%]	
<input type="checkbox"/> Anthropology [01%]	36 ¹⁸ / ₇	<input type="checkbox"/> Electronics [01%]	1 ⁰ / ₀	<input type="checkbox"/> English	70 ³⁵ / ₁₄	<input type="checkbox"/>	
<input type="checkbox"/> Appraise [05%]	5 ² / ₁	<input type="checkbox"/> Fast Talk [05%]	5 ² / ₁	<input type="checkbox"/> Law [05%]	70 ³⁵ / ₁₄	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology [01%]	1 ⁰ / ₀	<input type="checkbox"/> Fighting (Brawl) [25%]	40 ²⁰ / ₈	<input type="checkbox"/> Library Use [20%]	30 ¹⁵ / ₆	<input type="checkbox"/>	
<input type="checkbox"/> Art / Craft [05%] Music (Guitar)	60 ³⁰ / ₁₂	<input type="checkbox"/>		<input type="checkbox"/> Listen [25%]	60 ³⁰ / ₁₂	<input type="checkbox"/> Sleight of Hand [10%]	10 ⁵ / ₂
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Locksmith [01%]	1 ⁰ / ₀	<input type="checkbox"/> Spot Hidden [25%]	40 ²⁰ / ₈
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Handgun) [20%]	40 ²⁰ / ₈	<input type="checkbox"/> Mech. Repair [10%]	10 ⁵ / ₂	<input type="checkbox"/> Stealth [20%]	40 ²⁰ / ₈
<input type="checkbox"/> Charm [15%]	60 ³⁰ / ₁₂	<input type="checkbox"/> Firearms (Rifle/Shotgun) [25%]	25 ¹² / ₅	<input type="checkbox"/> Medicine [01%]	1 ⁰ / ₀	<input type="checkbox"/> Survival [10%]	10 ⁵ / ₂
<input type="checkbox"/> Climb [20%]	20 ¹⁰ / ₄	<input type="checkbox"/>		<input type="checkbox"/> Natural World [10%]	10 ⁵ / ₂	<input type="checkbox"/> Swim [20%]	40 ²⁰ / ₈
<input type="checkbox"/> Computer Use [05%]	5 ² / ₁	<input type="checkbox"/> First Aid [30%]	30 ¹⁵ / ₆	<input type="checkbox"/> Navigate [10%]	10 ⁵ / ₂	<input type="checkbox"/> Throw [20%]	20 ¹⁰ / ₄
Credit Rating [00%]		<input type="checkbox"/> History [05%]	5 ² / ₁	<input type="checkbox"/> Occult [05%]	5 ² / ₁	<input type="checkbox"/> Track [10%]	10 ⁵ / ₂
Cthulhu Mythos [00%]		<input type="checkbox"/> Intimidate [15%]	15 ⁷ / ₃	<input type="checkbox"/> Op. Hv. Machine [01%]	1 ⁰ / ₀	<input type="checkbox"/>	
<input type="checkbox"/> Disguise [05%]	5 ² / ₁	<input type="checkbox"/> Jump [20%]	40 ²⁰ / ₈	<input type="checkbox"/> Persuade [10%]	50 ²⁵ / ₁₀	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	40 ²⁰ / ₈	<input type="checkbox"/> Language (Other) [01%]		<input type="checkbox"/> Pilot [01%]		<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto [20%]	20 ¹⁰ / ₄	<input type="checkbox"/>		<input type="checkbox"/> Psychology [10%]	60 ³⁰ / ₁₂	<input type="checkbox"/>	
		<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis [01%]	1 ⁰ / ₀	<input type="checkbox"/>	

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	40	20	8	1d3 + db	-	1	-	-

Combat

Damage Bonus **none**
 Build **0**
 Dodge **40** ²⁰/₈

Deliver Us From Evil

Character Details

Ten years ago Donny and his buddies were hosting a coed party at a Lake Crescent cabin. During this party, their life-long friend Perry vanished without a trace.

Since then, they've all slowly drifted apart into separate, busy lives. After persistent badgering, they've all acquiesced to Ted's insistence on a backwoods canoeing trip to rekindle their friendship and love for the Olympic Peninsula. It promises adventure, splendor, and new memories to fill the void left by Perry's startling disappearance.

Donny's daily life is a dream. He is an agent and producer for talented young musicians in Los Angeles, California.

Gear AND Possessions

Guitar	
Weed and Rolling Papers	

Cash AND Assets

Spending Level	\$40
Cash	\$100
Assets	\$1,000

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack
 Reach 0 HP without Major Wound = **Unconscious**
 Reach 0 HP with Major Wound = **Dying**
 Dying: First Aid = temp. stabilised; then require Medicine
Natural Heal rate (non Major Wound): recover 1HP per day
Natural Heal rate (Major Wound): weekly healing roll

Friends

Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____
Char. _____ Player _____	Me	Char. _____ Player _____
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____

Name Curt Kendrick

Player _____

Occupation Advertising Executive

Age 32 **Sex** Male

Residence Seattle, Washington

Birthplace Seattle, Washington

STR	40	20 8	DEX	55	27 11	INT	70	35 14	Idea
CON	55	27 11	APP	60	30 12	POW	60	30 12	
SIZ	75	37 15	EDU	72	36 14	Move Rate	7	+1	

Major Wound ☐

M13P

Temp. Insane ☐
Inf. Insane ☐

60
Max

Insane 01 02 03 04 05 06 07

Hit Points

Dying ☐ 00 01 02
Unconscious ☐ 03 04 05
06 07 08 09 10
11 12 ☒ 13 14 15
16 17 18 19 20

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Sanity

CALL of CTHULHU

M12P

[illegible]

<input type="checkbox"/> Accounting [05%]	5	2	<input type="checkbox"/> Elec Repair [10%]	10	5	<input type="checkbox"/> Language (Own) (EDU) English	72	36	<input type="checkbox"/> Science [01%]		
<input type="checkbox"/> Anthropology [01%]	25	12	<input type="checkbox"/> Electronics [01%]	1	0	<input type="checkbox"/> Law [05%]	5	2	<input type="checkbox"/>		
<input type="checkbox"/> Appraise [05%]	5	2	<input type="checkbox"/> Fast Talk [05%]	5	2	<input type="checkbox"/> Library Use [20%]	35	17	<input type="checkbox"/>		
<input type="checkbox"/> Archaeology [01%]	1	0	<input type="checkbox"/> Fighting [Brawl] [25%]	30	15	<input type="checkbox"/> Listen [25%]	45	22	<input type="checkbox"/> Sleight of Hand [10%]	10	5
<input type="checkbox"/> Art / Craft [05%] Sketching	50	25	<input type="checkbox"/>			<input type="checkbox"/> Locksmith [01%]	1	0	<input type="checkbox"/> Spot Hidden [25%]	55	27
<input type="checkbox"/> Graphic Design	70	35	<input type="checkbox"/>			<input type="checkbox"/> Mech. Repair [10%]	10	5	<input type="checkbox"/> Stealth [20%]	20	10
<input type="checkbox"/>			<input type="checkbox"/> Firearms [Handgun] [20%]	20	10	<input type="checkbox"/> Medicine [01%]	1	0	<input type="checkbox"/> Survival [10%] Forest	30	15
<input type="checkbox"/> Charm [15%]	40	20	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	25	12	<input type="checkbox"/> Natural World [10%]	10	5	<input type="checkbox"/> Swim [20%]	45	22
<input type="checkbox"/> Climb [20%]	45	22	<input type="checkbox"/>			<input type="checkbox"/> Navigate [10%]	10	5	<input type="checkbox"/> Throw [20%]	30	15
<input type="checkbox"/> Computer Use [05%]	5	2	<input type="checkbox"/> First Aid [30%]	45	22	<input type="checkbox"/> Occult [05%]	5	2	<input type="checkbox"/> Track [10%]	10	5
Credit Rating [00%]	60	30	<input type="checkbox"/> History [05%]	55	27	<input type="checkbox"/> Op. Hv. Machine [01%]	1	0	<input type="checkbox"/>		
Cthulhu Mythos [00%]			<input type="checkbox"/> Intimidate [15%]	15	7	<input type="checkbox"/> Persuade [10%]	10	5	<input type="checkbox"/>		
<input type="checkbox"/> Disguise [05%]	5	2	<input type="checkbox"/> Jump [20%]	20	10	<input type="checkbox"/> Pilot [01%]			<input type="checkbox"/>		
<input type="checkbox"/> Dodge [half DEX]	30	15	<input type="checkbox"/> Language (Other) [01%]			<input type="checkbox"/> Psychology [10%]	55	27	<input type="checkbox"/>		
<input type="checkbox"/> Drive Auto [20%]	20	10	<input type="checkbox"/>			<input type="checkbox"/> Psychoanalysis [01%]	1	0	<input type="checkbox"/>		

[illegible]

Damage Bonus **none**

Build **0**

Dodge **30** **15**
6

Deliver Us From Evil

Character Details

Ten years ago Curt and his buddies were hosting a coed party at a Lake Crescent cabin. During this party, thier life-long friend Perry vanished without a trace.

Since then, they've all slowly drifted apart into separate, busy lives. After persistent badgering, you've all acquiesced to Ted's insistence on a backwoods canoeing trip to rekindle your friendship and love for the Olympic Peninsula. It promises adventure, splendor, and new memories to fill the void left by Perry's startling disappearance.

Curt's daily life involves working for a Seattle advertising firm owned by his wife's father. It's an unfulfilling grind.

Gear AND Possessions

Pipe and Tobacco	
Wind-Proof Matches	
Swiss Army Knife	

Cash AND Assets

Spending Level	\$40
Cash	\$100
Assets	\$1,000

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

Friends

Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____
Char. _____ Player _____	Me	Char. _____ Player _____
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____

Deliver Us From Evil

Character Details

Ten years ago Larry and his buddies were hosting a coed party at a Lake Crescent cabin. During this party, their life-long friend Perry vanished without a trace.

Since then, they've all slowly drifted apart into separate, busy lives. After persistent badgering, they've all acquiesced to Ted's insistence on a backwoods canoeing rip to rekindle their friendship and love for the Olympic Peninsula. It promises adventure, splendor, and new memories to fill the void left by Perry's startling disappearance.

Larry's daily life consists of hawking insurance, playing golf, and trying to keep his wife Dot happy.

Gear AND Possessions

Life Jacket	
(Top of the Line)	
Flashlight	
Extra Batteries (Lots)	

Cash AND Assets

Spending Level	\$40
Cash	\$100
Assets	\$1,000

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	1/5 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

Friends

Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____
Char. _____ Player _____	Me	Char. _____ Player _____
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____

Deliver Us From Evil

Pre-Generated Character

Name Margo Pendergrass
 Player _____
 Occupation Student
 Age 15 Sex Female
 Residence Seattle, Washington
 Birthplace Sequim, Washington

Characteristics

STR **30** ¹⁵/₆ DEX **65** ³²/₁₃ INT **65** ³²/₁₃
 CON **60** ³⁰/₁₂ APP **60** ³⁰/₁₂ POW **75** ³⁷/₁₅
 SIZ **40** ²⁰/₈ EDU **30** ¹⁵/₆ Move Rate **8** ⁺¹/₋₁



Major Wound	10 ^{MP}	Temp. Insane	Indef. Insane	75 ^{Max}	Insane	01 02 03 04 05 06 07
Hit Points	Dying	00	01 02	Sanity	08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30	31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
	Unconscious	03 04 05	75 76			
	06 07 08 09	77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99				
	11 12 13 14 15					
	16 17 18 19 20					

CALL of CTHULHU

Luck	Out of Luck	01 02 03 04 05 06 07	Magic Points	00 01 02 03 04
	08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30	15		
	31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53			
	54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76			
	77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99			

Skills

<input type="checkbox"/> Accounting [05%]	5 ² / ₁	<input type="checkbox"/> Elec Repair [10%]	10 ⁵ / ₂	<input type="checkbox"/> Language (Own) (EDU)	50 ²⁵ / ₁₀	<input type="checkbox"/> Science [01%]	
<input type="checkbox"/> Anthropology [01%]	36 ¹⁸ / ₇	<input type="checkbox"/> Electronics [01%]	1 ⁰ / ₀	<input type="checkbox"/> English	5 ² / ₁	<input type="checkbox"/>	
<input type="checkbox"/> Appraise [05%]	5 ² / ₁	<input type="checkbox"/> Fast Talk [05%]	5 ² / ₁	<input type="checkbox"/> Law [05%]	35 ¹⁷ / ₇	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology [01%]	1 ⁰ / ₀	<input type="checkbox"/> Fighting (Brawl) [25%]	25 ¹² / ₅	<input type="checkbox"/> Library Use [20%]	55 ²⁷ / ₁₁	<input type="checkbox"/> Sleight of Hand [10%]	
<input type="checkbox"/> Art / Craft [05%] Pottery	20 ¹⁰ / ₄	<input type="checkbox"/>		<input type="checkbox"/> Listen [25%]	1 ⁰ / ₀	<input type="checkbox"/> Spot Hidden [25%]	50 ²⁵ / ₁₀
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Locksmith [01%]	10 ⁵ / ₂	<input type="checkbox"/> Stealth [20%]	55 ²⁷ / ₁₁
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Handgun) [20%]	20 ¹⁰ / ₄	<input type="checkbox"/> Mech. Repair [10%]	1 ⁰ / ₀	<input type="checkbox"/> Survival [10%]	10 ⁵ / ₂
<input type="checkbox"/> Charm [15%]	15 ⁷ / ₃	<input type="checkbox"/> Firearms (Rifle/Shotgun) [25%]	25 ¹² / ₅	<input type="checkbox"/> Medicine [01%]	10 ⁵ / ₂	<input type="checkbox"/> Swim [20%]	40 ²⁰ / ₈
<input type="checkbox"/> Climb [20%]	30 ¹⁵ / ₆	<input type="checkbox"/>		<input type="checkbox"/> Natural World [10%]	10 ⁵ / ₂	<input type="checkbox"/> Throw [20%]	20 ¹⁰ / ₄
<input type="checkbox"/> Computer Use [05%]	5 ² / ₁	<input type="checkbox"/> First Aid [30%]	45 ²² / ₉	<input type="checkbox"/> Navigate [10%]	5 ² / ₁	<input type="checkbox"/> Track [10%]	10 ⁵ / ₂
Credit Rating [00%]	5 ² / ₁	<input type="checkbox"/> History [05%]	5 ² / ₁	<input type="checkbox"/> Occult [05%]	1 ⁰ / ₀	<input type="checkbox"/>	
Cthulhu Mythos [00%]		<input type="checkbox"/> Intimidate [15%]	15 ⁷ / ₃	<input type="checkbox"/> Op. Hv. Machine [01%]	10 ⁵ / ₂	<input type="checkbox"/>	
<input type="checkbox"/> Disguise [05%]	5 ² / ₁	<input type="checkbox"/> Jump [20%]	40 ²⁰ / ₈	<input type="checkbox"/> Persuade [10%]	30 ¹⁵ / ₆	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	35 ¹⁷ / ₇	<input type="checkbox"/> Language (Other) [01%]		<input type="checkbox"/> Pilot [01%]	1 ⁰ / ₀	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto [20%]	20 ¹⁰ / ₄	<input type="checkbox"/>		<input type="checkbox"/> Psychology [10%]	1 ⁰ / ₀	<input type="checkbox"/>	
				<input type="checkbox"/> Psychoanalysis [01%]		<input type="checkbox"/>	

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

Combat

Damage Bonus	-1
Build	-1
Dodge	35 ¹⁷ / ₇

Deliver Us From Evil

Character Details

Margo talked her Uncle Ted into bringing her along on this weekend canoeing trip. She's heard all the hilarious stories about his old friends and the adventures they would get into. This would be a great chance to get some cool stories of her own.

Margo has been camping with Uncle Ted before, and she's a good swimmer, so she's not worried about paddling a canoe. Her mom was pretty nervous about letting her go, though. She wouldn't stop hugging Margo. Her father was cool, though. He even let Margo borrow his binoculars.

Margo's daily life consists of the indignities of highschool, swim meets, and a longing for more excitement.

Gear AND Possessions

Journal and Pen	Dad's Binoculars
Waterproof Bag	
(for journal)	

Cash AND Assets

Spending Level	\$40
Cash	\$100
Assets	\$1,000

Quick Reference Rules

Skill & Characteristic Rolls

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack
 Reach 0 HP without Major Wound = **Unconscious**
 Reach 0 HP with Major Wound = **Dying**
 Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day
Natural Heal rate (Major Wound): weekly healing roll

Friends

Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____
Char. _____ Player _____	Me	Char. _____ Player _____
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____

Name Harlyn Evans

Player _____

Occupation Wilderness Guide

Age 27 **Sex** Female

Residence Olympia, Washington

Birthplace Leadville, Colorado

STR	70	$\frac{35}{14}$	DEX	80	$\frac{40}{16}$	INT	60	$\frac{30}{12}$	Idea
CON	75	$\frac{37}{15}$	APP	65	$\frac{32}{13}$	POW	45	$\frac{22}{9}$	
SIZ	55	$\frac{27}{11}$	EDU	50	$\frac{25}{10}$	Move Rate	9	$\frac{+1}{-1}$	

Major Wound

M13MP

Temp. Insane

Indef. Insane

45

Max

Insane

01 02 03 04 05 06 07

00

01

02

03

04

05

06

07

08

09

10

11

12

13

14

15

16

17

18

19

20

08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53

54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76

77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Sanity

Hit Points

Dying

Unconscious

CALL of CTHULHU

M9MP

CALL of CTAULAU

Luck	Out of Luck																		01	02	03	04	05	06	07	05	06	07	08	09
	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	10	11	12	13	14		
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	15	16	17	18	19		
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	20	21	22	23	24		
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99							

<input type="checkbox"/> Accounting [05%]	5	2	<input type="checkbox"/> Elec Repair [10%]	10	5	<input type="checkbox"/> Language [Own] [EDU] English	50	25	<input type="checkbox"/> Science [01%]		
<input type="checkbox"/> Anthropology [01%]	1	0	<input type="checkbox"/> Electronics [01%]	1	0	<input type="checkbox"/> Law [05%]	5	2	<input type="checkbox"/>		
<input type="checkbox"/> Appraise [05%]	5	2	<input type="checkbox"/> Fast Talk [05%]	5	2	<input type="checkbox"/> Library Use [20%]	20	10	<input type="checkbox"/>		
<input type="checkbox"/> Archaeology [01%]	1	0	<input type="checkbox"/> Fighting [Brawl] [25%]	60	30	<input type="checkbox"/> Listen [25%]	65	32	<input type="checkbox"/> Sleight of Hand [10%]	10	5
<input type="checkbox"/> Art / Craft [05%]	5	2	<input type="checkbox"/>			<input type="checkbox"/> Locksmith [01%]	1	0	<input type="checkbox"/> Spot Hidden [25%]	50	25
<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/> Mech. Repair [10%]	10	5	<input type="checkbox"/> Stealth [20%]	55	27
<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/> Medicine [01%]	1	0	<input type="checkbox"/> Survival [10%] River/Forest	65	32
<input type="checkbox"/>			<input type="checkbox"/> Firearms [Handgun] [20%]	20	10	<input type="checkbox"/> Natural World [10%]	65	32	<input type="checkbox"/> Swim [20%]	50	25
<input type="checkbox"/> Charm [15%]	15	7	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	60	30	<input type="checkbox"/> Navigate [10%]	60	30	<input type="checkbox"/> Throw [20%]	20	10
<input type="checkbox"/> Climb [20%]	55	27	<input type="checkbox"/>			<input type="checkbox"/> Occult [05%]	5	2	<input type="checkbox"/> Track [10%]	10	5
<input type="checkbox"/> Computer Use [05%]	5	2	<input type="checkbox"/> First Aid [30%]	50	25	<input type="checkbox"/> Op. Hv. Machine [01%]	1	0	<input type="checkbox"/>		
<input type="checkbox"/> Credit Rating [00%]			<input type="checkbox"/> History [05%]	5	2	<input type="checkbox"/> Persuade [10%]	10	5	<input type="checkbox"/>		
<input type="checkbox"/> Cthulhu Mythos [00%]			<input type="checkbox"/> Intimidate [15%]	55	27	<input type="checkbox"/> Pilot [01%] Canoe	70	35	<input type="checkbox"/>		
<input type="checkbox"/> Disguise [05%]	5	2	<input type="checkbox"/> Jump [20%]	40	20	<input type="checkbox"/> Psychology [10%]	55	27	<input type="checkbox"/>		
<input type="checkbox"/> Dodge [half DEX]	40	20	<input type="checkbox"/> Language [Other] [01%]	1	0	<input type="checkbox"/> Psychoanalysis [01%]	1	0	<input type="checkbox"/>		
<input type="checkbox"/> Drive Auto [20%]	20	10	<input type="checkbox"/>						<input type="checkbox"/>		

[illegible]

Damage Bonus	+1d4	
Build	+1	
Dodge	40	20 8

Deliver Us From Evil

Character Details

Harlyn recently relocated to Washington State from the rugged mountains of Colorado. She's not running away, but she's glad not to be there anymore. Too many scrapes, scumbags, and petty squabbles.

Harlyn is doing some guide gigs in order to save up enough cash to make her big move to Alaska. The other guides in the area are decent, but they seem to be a bit on the conservative side for her taste.

Harlyn has taken this weekend job to lead a bunch of city boys down the Lost River. It'll be easy money. She even found a couple locals to move the cars down river to save time.

Gear AND Possessions

Good Coffee	
Camp Axe	
Tarp	

Cash AND Assets

Spending Level	\$40
Cash	\$100
Assets	\$1,000

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack
 Reach 0 HP without Major Wound = **Unconscious**
 Reach 0 HP with Major Wound = **Dying**
 Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day
Natural Heal rate (Major Wound): weekly healing roll

Friends

Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____

Character Details

Gear AND Possessions

Cash AND Assets

Quick Reference Rules

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack
 Reach 0 HP without Major Wound = **Unconscious**
 Reach 0 HP with Major Wound = **Dying**
Dying: First Aid = temp. stabilised; then require Medicine
Natural Heal rate (non Major Wound): recover 1HP per day
Natural Heal rate (Major Wound): weekly healing roll

Friends

PLAYING IN THE 1970s

The 1970s were a tumultuous time. In some ways, the decade was a continuation of the 1960s, with women, African Americans, Native Americans, gays, lesbians, and other marginalized people continuing their fight for equality. Many Americans joined the protest against the ongoing war in Vietnam.

News & Pop Culture: 1972

- President Nixon makes unprecedented eight-day visit to Communist China and meets with Mao Zedong.
- Britain takes over direct rule of Northern Ireland.
- M*A*S*H premieres on CBS.
- Atari introduces the arcade version of Pong, the first video game.
- The Godfather is in theaters.
- Five men are apprehended by police in attempt to bug Democratic National Committee headquarters in Washington, D.C.'s Watergate complex — start of the Watergate scandal.
- Gov. George C. Wallace of Alabama is shot by Arthur H. Bremer at Laurel, Md., political rally.
- Songs on the radio include: *American Pie* by Don McLean, *Brandy (You're a Fine Girl)* by Looking Glass, and *Heart of Gold* by Neil Young.
- Books published include: *Watership Down* by Richard Adams, *All Creatures Great and Small* by James Herriot, and *The Joy of Sex* by Alex Comfort.
- Price of gasoline is 36¢ per gallon, and the price of a movie ticket is \$1.70.

1970s Slang

- Bad** – Good; nice
- Bomb** – Hip; cool
- Boogy** – Dance
- Book it** – To quickly run away
- Buggin' out** – Freaking out
- Bummer** – Too bad
- Casanova** – A ladies' man
- Catch my drift** – Understand my meaning
- Check ya later** – See or talk to you later
- Chill** – Relax
- Chillaxin'** – Chilling and relaxing
- Chillin' at the pad** – Hanging out at home
- Copacetic** – Alright
- Dig?** or **Can you dig it?** – Do you understand?
- Down with** – Okay with...
- Dream on** – You're being unrealistic

- Dude** – A guy; a generic term when speaking to people
- Fab** – Short for fabulous
- Far out man** – Very cool
- Catch you on the flip side** – See you later
- Flower power** – Choosing peace over war
- Freaks me out** – Frightens or surprises me
- Freaky deaky** – Very strange
- Funky** – Cool
- Gig** – Work or a job
- Gimme some skin** – Low five
- Going around** – Dating
- Good lookin'** – Thanks for looking out for me
- Good vibes** – Positive energy
- Groovy** – Cool
- Foxy mama** – A hot lady
- Hairy eyeball** – Someone's sneering at you
- Here's the skinny** – Here's the story
- Hey, sunshine** – Hey, beautiful
- Hey, what's crackin'?** – How are you?
- In your face** – Take that!
- Keep on steppin'** – Keep it moving; get out of here
- Lowdown** – The truth; the real story
- Off the hook** – Very, very cool
- Out of sight** – Very cool
- Right on** – To agree with someone or something
- Rip off** – Of lesser value than was expected
- Ten-four, good buddy** – I understand
- The Man** – Any authority
- Threads** – Clothes
- To go bananas** – To go crazy
- To the max** – Take it to the max, or all the way
- Tripping** – Crazy
- What's your 20?** – Where are you?

Cash & Assets – 1970s

Credit Rating	Cash	Assets	Level
Penniless (CR 0 or less)	\$5 —	None —	\$5 —
Poor (CR 1-9)	CR x 10 (\$10 - \$90)	CR x 100 (\$100 - \$900)	\$20 —
Average (CR 10-49)	CR x 20 (\$200 - \$980)	CR x 500 (\$5k - \$24.5k)	\$100 —
Wealthy (CR 50-89)	CR x 50 (\$2.5k - \$4.45k)	CR x 5,000 (\$250k - \$445k)	\$500 —
Rich (CR 90-98)	CR x 200 (\$18k - \$19.6k)	CR x 20,000 (\$1.8m - \$1.96m)	\$2,500 —
Super Rich (CR 99)	\$500,000 —	50 million+ —	\$50,000 —

The rule of thumb is, if it costs \$10 today, it cost about \$2 in 1975.

September 1972, Washington State.

A group of old friends reunite for a weekend canoeing trip in the Olympic National forest.

Their whitewater journey down the Lost River in the shadow of Mt. Mystery unearths terrible, subterranean secrets hidden within themselves and the primeval wilderness.

Deliver Us From Evil is a 1970s Call of Cthulhu scenario set on the Olympic Peninsula. It's inspired by Laird Barron's short story **Mysterium Tremendum** (published in *Occultation and Other Stories*), the 1970 novel **Deliverance** by James Dickey, and the 1972 film adaptation of the same name.

This deadly, high-stakes adventure can serve as a one-shot, a horrific campaign climax, or an introductory recollection that leads to a wider campaign set in the Pacific Northwest. It's best suited for a single session lasting around 4-6 hours with options to lengthen the experience. Excellent for high-impact convention play.

Deliver Us From Evil includes:

- A **Dark Secret** mechanic to unlock **Rewards**, alter dice rolls, and shape the story. Printable Dark Secret cards included!
- An introduction to the regional Mythos of the Olympic Peninsula.
- A new Mythos tome.
- A new spell.
- A number of player handouts, including two tome pages and maps of the Lost River with key locations.
- Six pre-generated investigators.

CRITICAL HIT

PUBLISHING

